GAME BOY ADVANCE

AGB-B

Combo Pack

SONIC ADVANCE

+
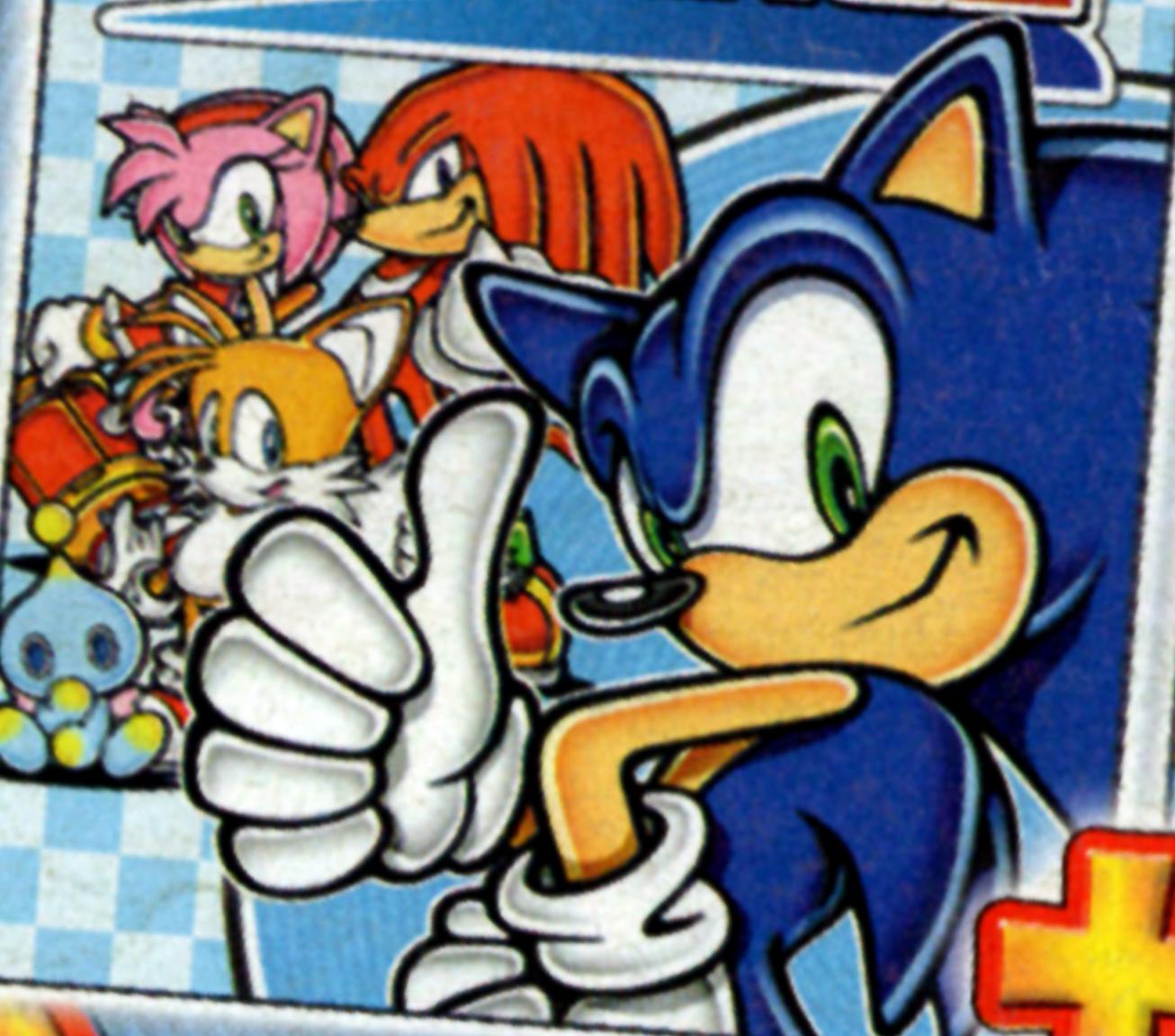
SONIC PINBALL PARTY

INSTRUCTION BOOKLET

SG

ASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS OKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® ARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as wh watching TV or playing video games, even if they have never had a seizure before.

- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should cons a doctor before playing a video game.

- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your chil have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:
1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
   ke a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

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Official **Nintendo** Seal®

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Rev-D(L)

Contents

The Story

The evil scientist, Dr. Eggman, has hatched another dastardly plot. He plans to build a Dr. Eggman Empire by turning all the animals into robots. "If I gather all 7 Chaos Emeralds, I'll gain unimaginable power!" You can't just watch your comrades become tools of Dr. Eggman! Command Sonic as he dashes into action along with his pals, Amy, Knuckles, and Tails, to stop the evil Dr. Eggman!

The Characters
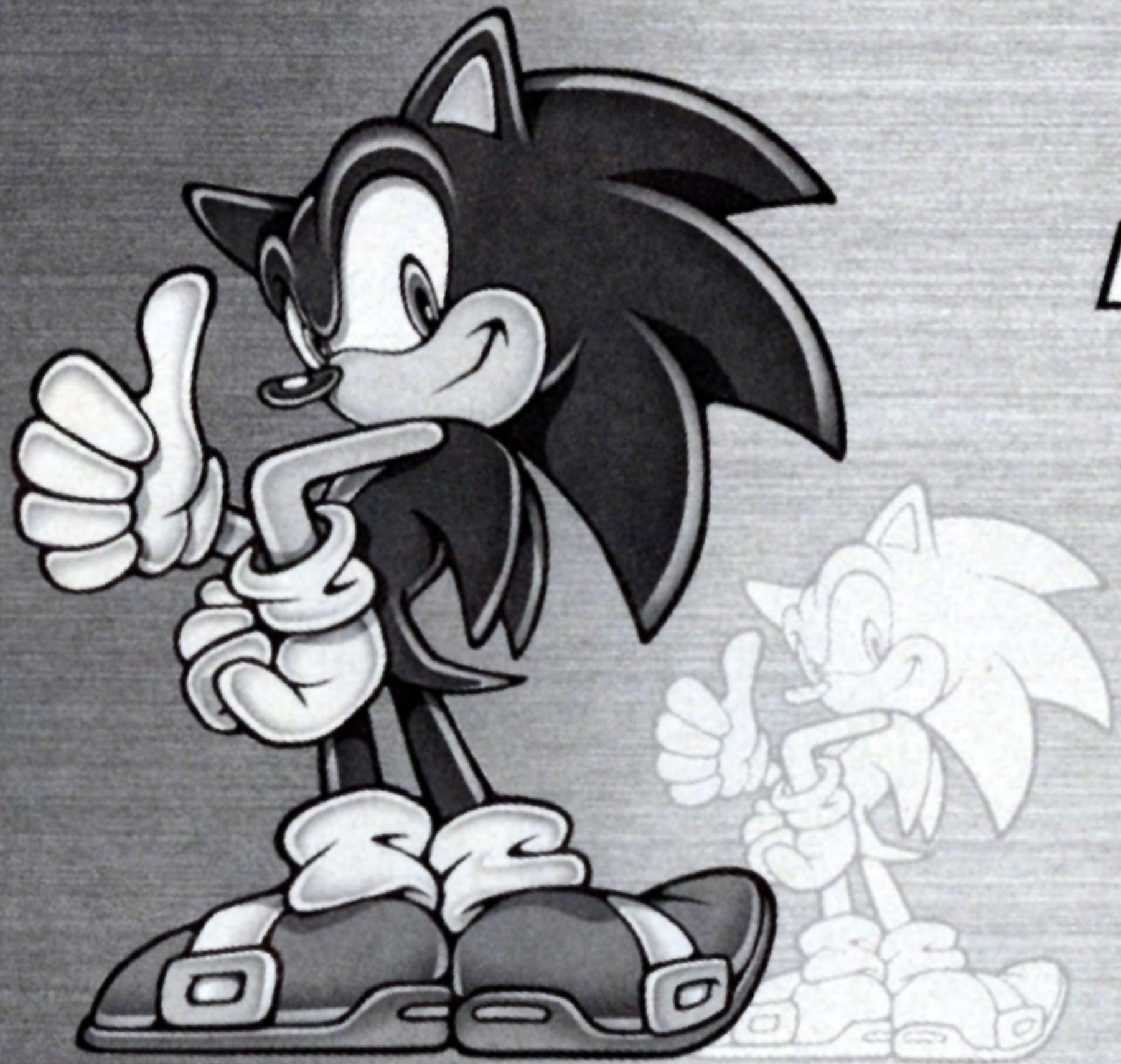
Sonic the Hedgehog

Sonic is the word's fastest supersonic hedgehog! He's basically carefree, but he can't stand evil. He can also be short-tempered, but if there's someone in trouble, it would go against his kind nature not to help them.

Miles "Tails" Prower

Miles is a gentle fox with 2 tails who happens to love robots. He can use his 2 tails like the blades of a helicopter to fly in the air.

Knuckles the Echidna

Knuckles is a rascal echidna with a heroic heart. He is a little gullible, but possesses such enormous strength that he can crush massive boulders easily.
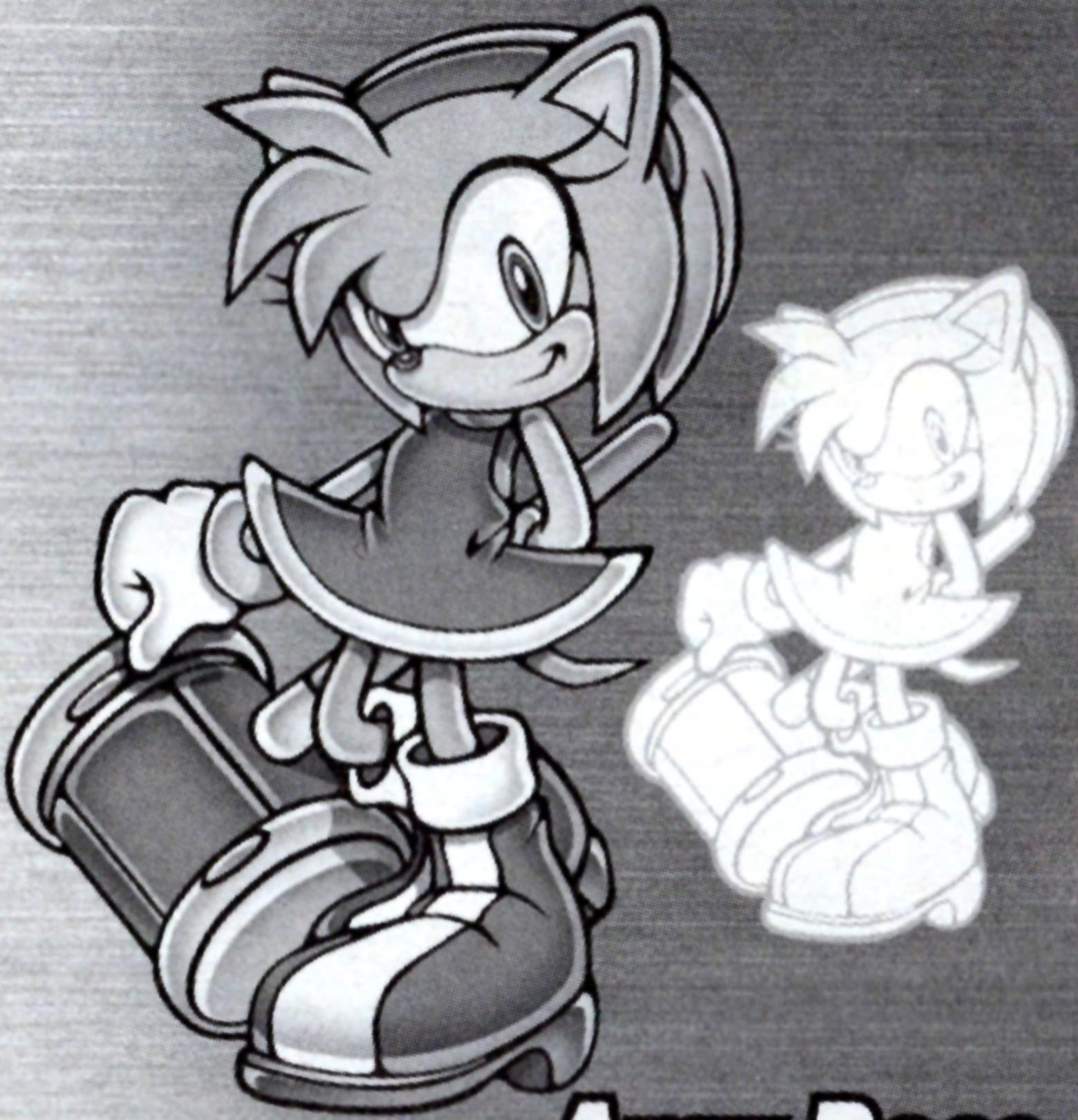
Amy Rose

Amy is a cheerful and peppy hedgehog who has decided she is Sonic's girlfriend. She's cute, but her Piko Piko Hammer makes her a formidable foe.

Dr. Eggman

The mad scientist who views Sonic as his arch-nemesis.
He has launched a host of evil plots, only to see them
ruined by Sonic.
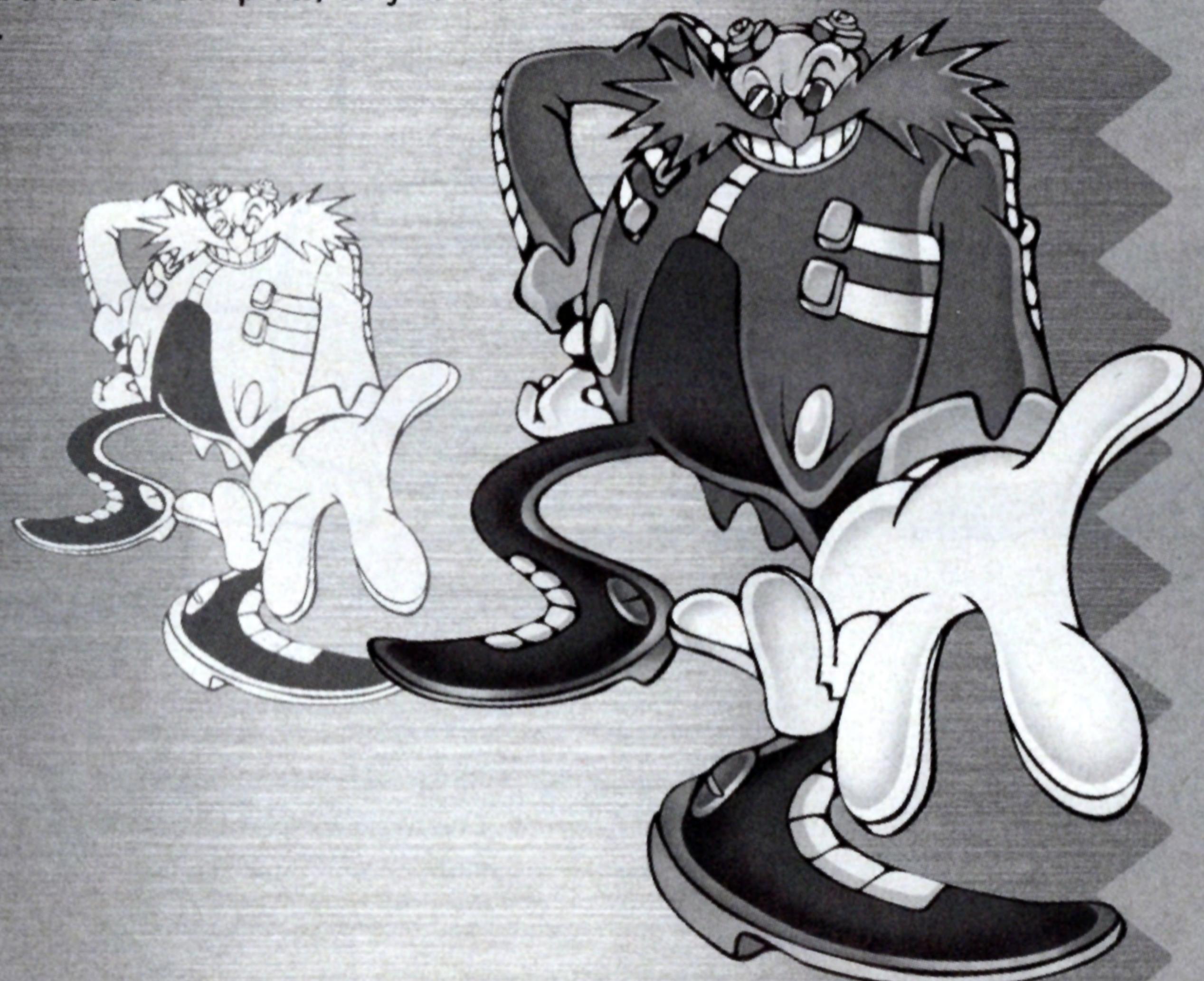
Controls Basic Controls

Control Pad

Select Mode, Menu Items

Walk or Run Left/Right

START

Pause

SELECT

Not Used

L/R Buttons

Not Used
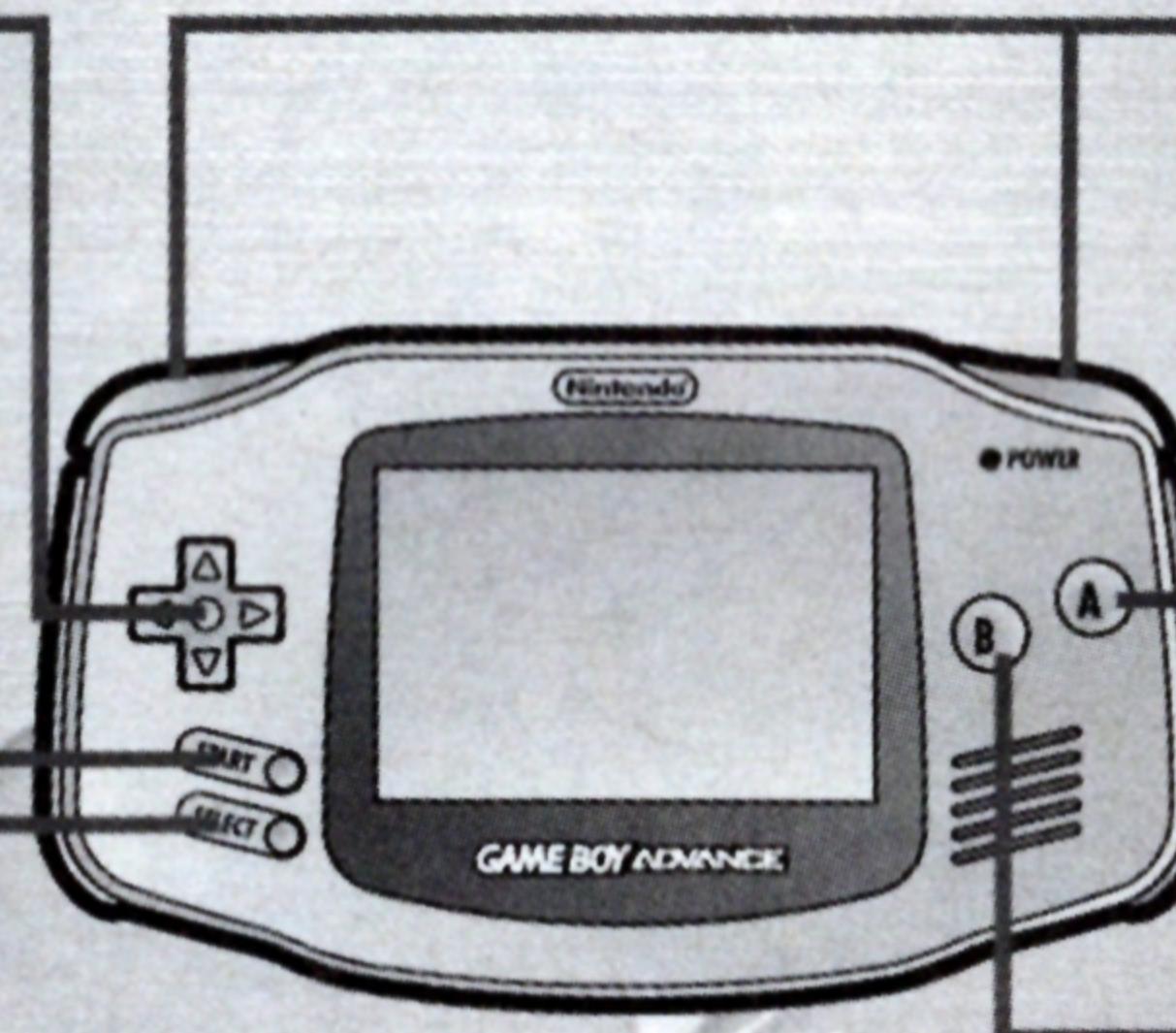
A Button

Enter selection

Jump, Jump-Attack

B Button

Cancel

Special Attack

Upper Items: Menu controls
Lower Items: Gameplay controls

* Button assignments can be changed on the Options screen (P. 31)
* Pressing START + SELECT while pressing the A and B Buttons will cause the game to return to the Title screen.

Common Actions

■ **Press and hold Control Pad** ◁▷

Switch from a run to a dash. (The character's speed will keep increasing.)
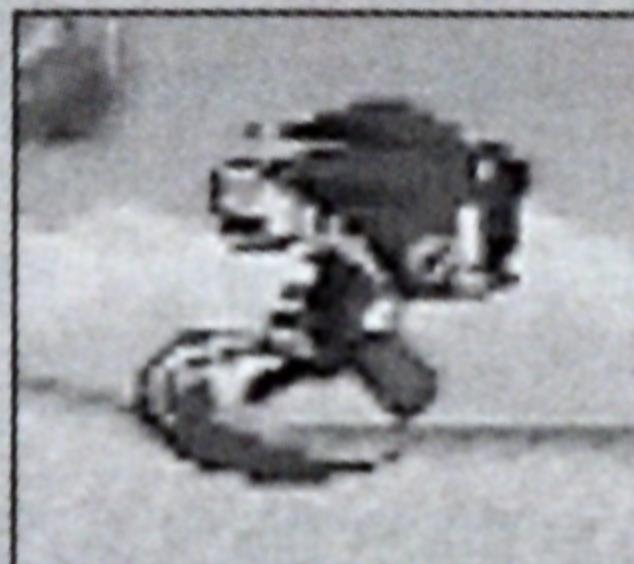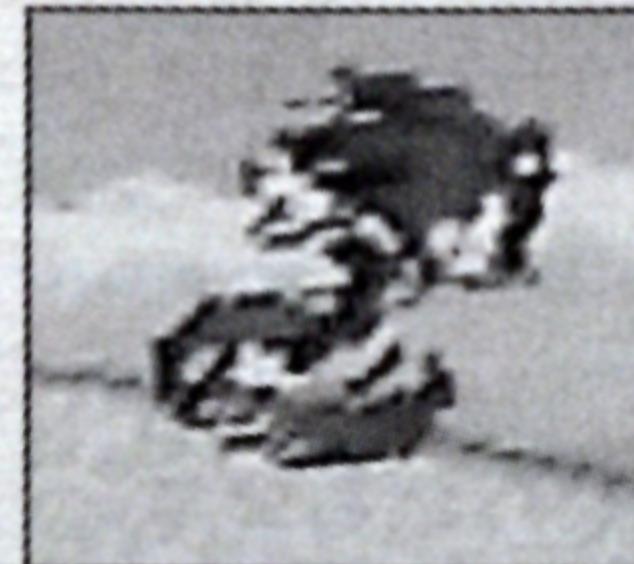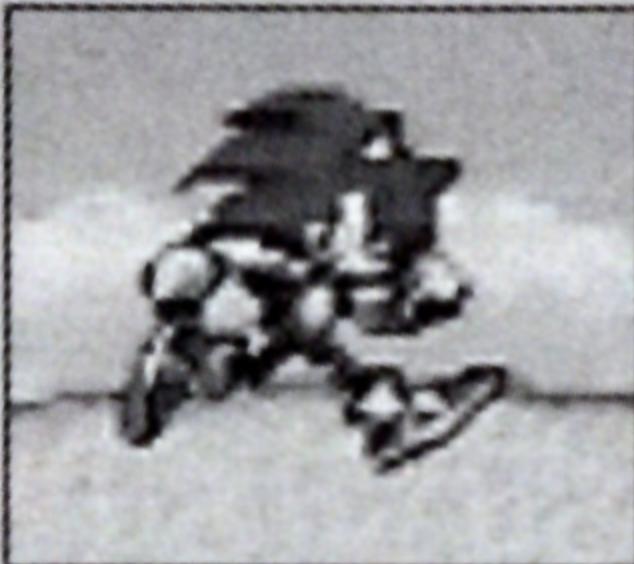
■ **Press and hold Control Pad** △

Look up. (After a short time the screen will scroll upwards.)

■ **Press and hold Control Pad** ▽

Look down. (After a short time the screen will scroll downwards.)
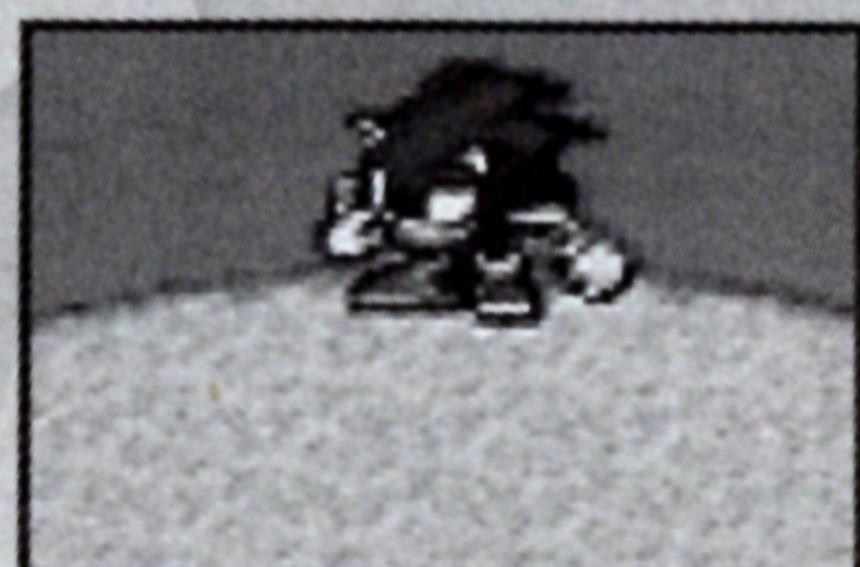
* Looking up and down can be useful in finding hidden pathways and rings.

Individual Character Actions

Spin Dash

Control Pad▽ + A Button » Release Control Pad▽

Spin around in place to build up speed, then dash.

Move While Spinning

Hold Control Pad ▽ while spinning forward or backward.

Move around while spinning.

Jump Dash

A Button + Control Pad ▷2X or ◁2X

While jumping, press▷or ◁on the Control Pad twice to dash in mid-air.

Spin Attack

A Button » A Button

During a jump, press the jump button once more to use the Spin attack.

Somersault

B Button while on ground

Press the B Button 3 times in a row to slide.
Press the A Button during a somersault to make a spinning jump backwards.

Spin Dash

Control Pad ▽ + A Button » Release Control Pad ▽

Spin around in place to build up speed, then dash.

Move While Spinning

Hold Control Pad ▽ while spinning forward or backward.

Move around while spinning.

Propeller Flying

A Button » A Button (Press A Button repeatedly while flying.)

During a jump, press the jump button again to start flying.

Swimming

A Button

Dog-paddle through the water. Press the A Button repeatedly to float to the top of the water

Tail Attack

B Button while on ground

Attack with tail by whipping it around.

Individual Character Actions

Spin Dash

Control Pad ▽ + A Button » Release Control Pad ▽

Spin around in place to build up speed, then dash.

Move While Spinning

Hold Control Pad ▽ while spinning forward or backward.

Move around while spinning.

Gliding/Swimming

A Button » A Button (Hold A Button down while in air/water.)

Press the jump button again during a jump to glide slowly back down to the ground. Press the Control Pad in the opposite direction to turn around. Knuckles can also perform the same techniques while underwater to swim.

Climbing

Control Pad

If Knuckles bumps into a wall while gliding, press ▽ △ on the Control Pad to climb or descend the wall freely.

Punch Attack

B Button while on ground

Press the B Button three times to deliver a one-two-uppercut attack. The third punch will be a high-rising uppercut.
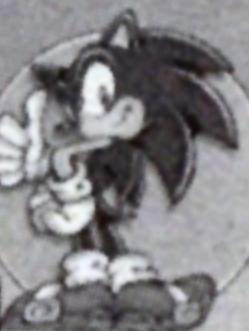
Hammer Attack

B Button

Press the B Button while standing still or moving to attack with the Piko Piko Hammer. Press the B Button repeatedly to launch the attack a second time.

Hammer Jump

Control Pad ▽ + B Button

Smash the hammer against the ground to jump higher than normal. Amy can also use this technique when in motion.

Giant Steps

Control Pad ▽ + A Button

Take a giant step forward.

Head Sliding Attack

Control Pad ▽ + A Button » B Button

Press the B Button while Giant Stepping to make a head sliding attack.

Hammer Whirl

Control Pad ▽ + B Button while jumping

Whirl the hammer around and around.

Starting the Game Modes

Insert the "Sonic Advance" Game Pak into the Game Boy® Advance system and turn the POWER ON. After the introduction, the Title screen will appear. Press START on the Title screen to enter the Mode Select screen. Move the Control Pad up or down to make a selection, then press the A Button.

GAME START

This is the Main Game. Control Sonic and his 3 friends as they fight to clear all 7 Zones. (P. 16)

VS (MULTI-GAME PAK MODE)

Use 2-4 Game Paks to allow up to 4 players to play simultaneously. (P. 22)
RACE: The first player to reach the goal wins.
CHAO HUNT: Search for Chao on the map, and pick up more than the competing players in the time allotted.

VS (SINGLE GAME PAK MODE)

Use 1 Game Pak to allow up to 4 players to play simultaneously. (P. 27)
COLLECT THE RINGS: Collect rings scattered around the playing field before the time runs out.

TIME ATTACK

Try to be the fastest one to clear each Zone. The top 3 times for each character can be viewed in "Records." (P. 30)

OPTIONS

Change various game settings. (P. 31)

TINY CHAO GARDEN

Raise Chao in the Tiny Chao Garden and play mini-games with them. (P. 32)

Auto-save

All saving is accomplished through auto-saves. Auto-saves are performed at certain times, such as when a Zone is cleared, when time is renewed in Time Attack, or when game options are changed. Please do not switch the POWER OFF during auto-saves.

Note: When starting a VS Mode game, if the player's name has not yet been registered under "Personal Data" on the Options screen, the game will automatically proceed to the name entry screen.

Game Start

Select a character from the 4 available, then collect rings while heading for the goal. Along the way, Sonic and his friends will have to avoid a host of traps and enemies. A battle with Sonic's arch-nemesis, Dr. Robotnik, awaits the heroes at the end of each Zone.

Character Selection
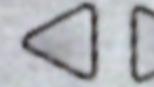
Move the Control Pad ◁ ▷ to select between Sonic, Tails, Knuckles, or Amy, then press the A Button.

Act Selection

If this is the first play with the character you have selected, the game will start from the Act 1 of the Zone 1. If you have already cleared the Act 1 of the Zone 1 with the same character, the Act Selection screen will be displayed. Press △ ▽ on the Control Pad to select the Act to start from, then press the A Button to enter the selection.
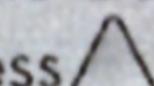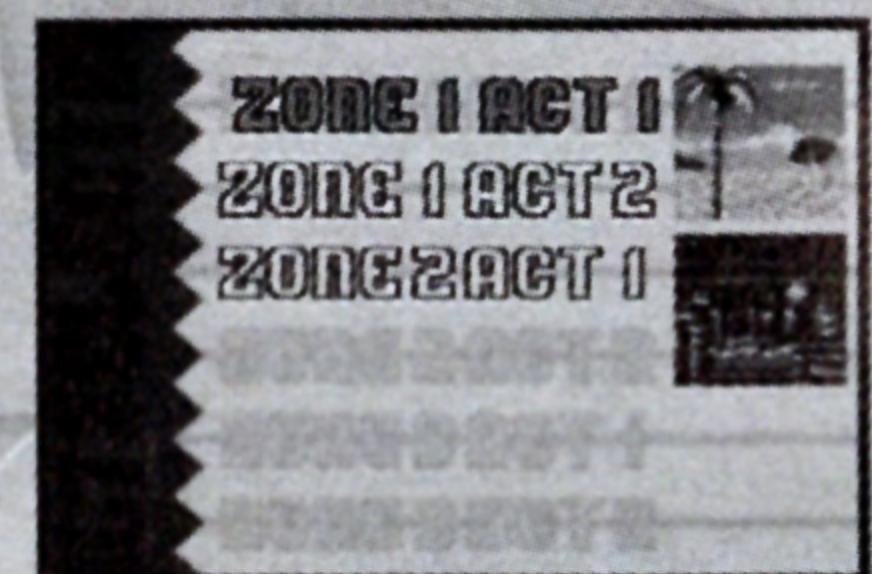
Gameplay

Zone 1 Act 1

▼

Zone 1 Act 2

▼

Zone 1 Boss

Clear

▼

Zone 2 Act 1

⋮

Final Zone

Each Zone contains 2 Acts.
Act 1 is cleared by reaching the goal.

Act 2 is cleared by destroying Robotnik's Boss Robot at the end of the Act and freeing Sonic's comrades from the capsule inside.

When the first 6 Zones are cleared, the Final Zone appears.

Then, when all Zones are cleared with all 4 characters, and they collect the 7 Chaos Emeralds located in the Special Stages (P. 19)...

Game Start

Points

Number of Rings Collected

Time Display

Rings

Checkpoint

Tries Remaining
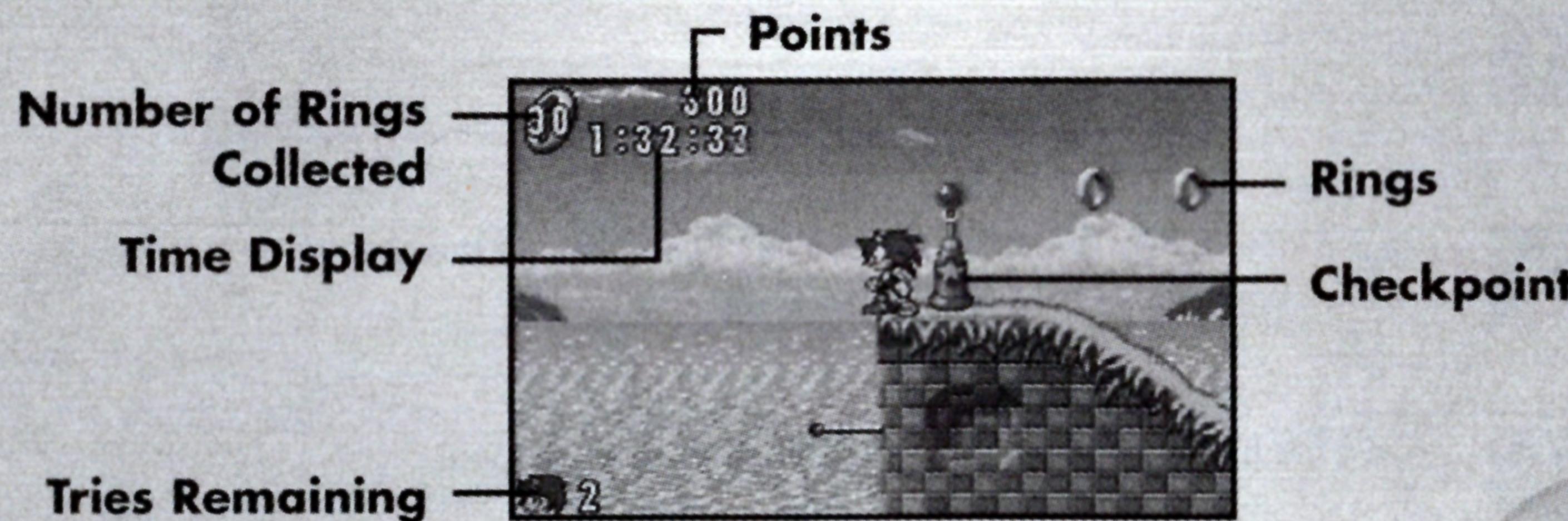
Rings: An extra try is gained when a character picks up 100 rings in a single Act. If a character is carrying even one Ring, then he or she will not lose a try even if damaged. However, if the character does get damaged, all the rings he or she possesses will be scattered on the field and the character can then lose a try.

Points: Displays the current total points gained.

Time Display: If the time exceeds 9:59, the character loses a try.

Tries Remaining: If a character loses a try when this number is 0, the game ends.

Checkpoint: There are 2 checkpoints placed in each Zone. By touching a checkpoint, a character can restart from that point even if he/she loses a try.
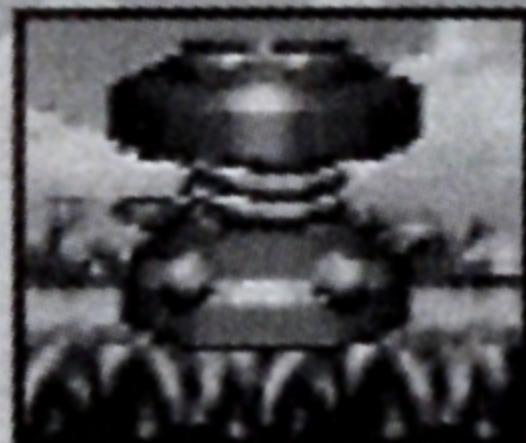
Jump on the Special Spring in each Zone to enter a Special Stage.
Use the Control Pad to move the character about and collect the scattered rings.
You are awarded a Chaos Emerald if you successfully clear teh Special Stage.
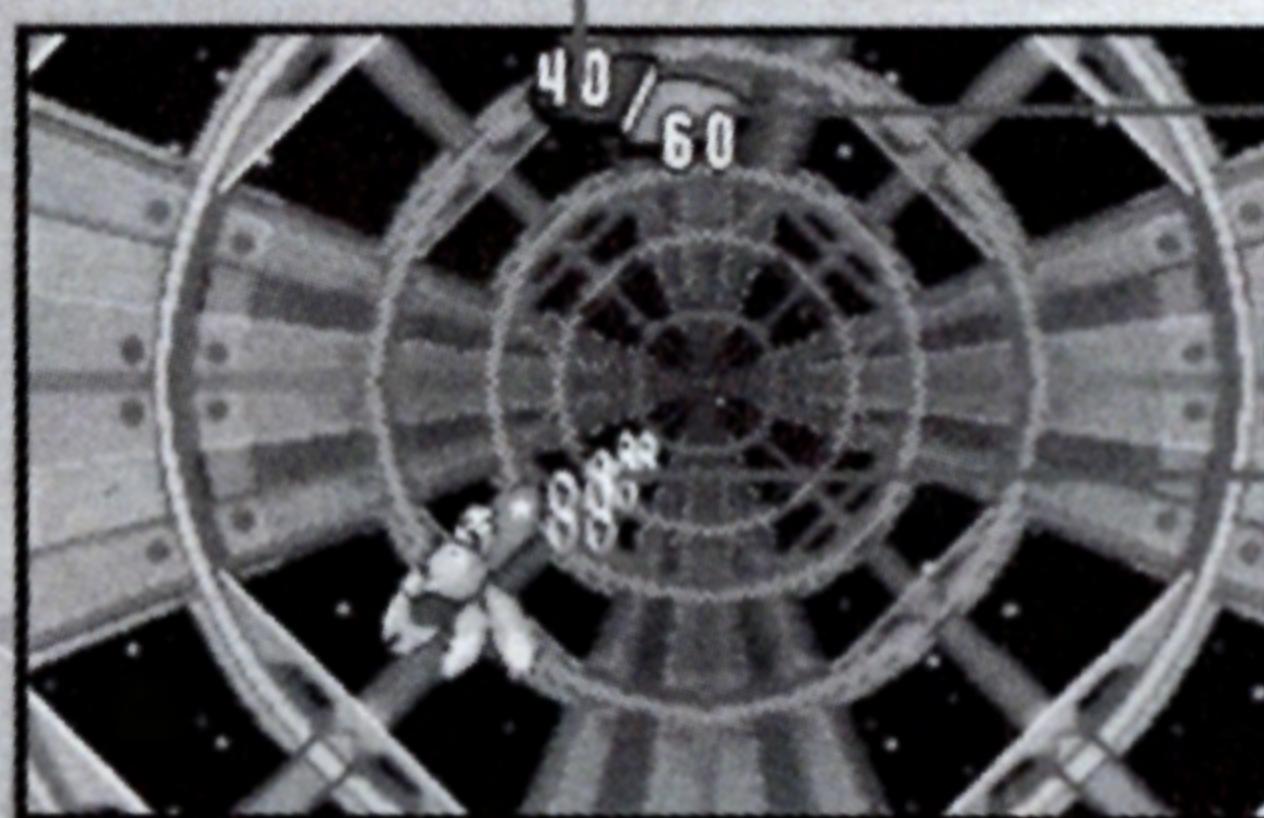
Number of Rings Collected

Number of Rings Needed:
Collect this many rings before the checkpoint to advance further.

Rings

Obstacle
You will lose some of the collected rings if you crash into it.
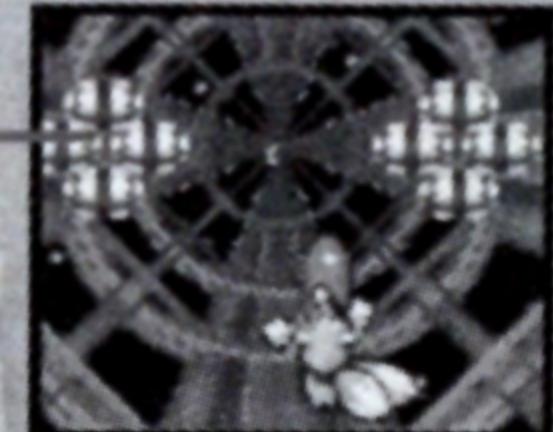
Controls in the Special Stage:

| A Button | Speed Up |
| B Button | Trick move |

Continuing
Continues are gained when the player picks up Chao in Special Stages. Continues allow the player to keep playing even after the Game Over Screen appears.
During a continue, the character starts from the beginning of the Act. Press the A Button before the counter reaches 0 to continue.

Items

Here is a description of all the items that appear during gameplay. Most items come in boxes, which must be broken to get to the item inside.

Speed Boots — Gain extra speed for a limited time.

Invincible — Become invincible for a limited time, receiving no damage and destroying enemies merely by touching them.

5 Rings — Pick up 5 rings at once.

10 Rings — Pick up 10 rings at once.

? Rings — The number of rings picked up is random.

Barrier — Protection from damage one time only. Disappears after one use.

Magnetic Barrier — This barrier magnetically attracts all rings around it and protects from damage. Disappears after one use.

Extra Try — Gain an extra try.

VS Mode Connection Method

To play linked VS Mode, connect up to four Game Boy® Advance systems, 1-4 "Sonic Advance" Game Paks, and one or more Game Boy Advance Game Link®. When using 2-4 Game Paks (one for each player is necessary), select Multi-Game Pak Play, and when playing with one Game Pak, select Single Game Pak Play.

Necessary Items

Game Boy® Advance systems	2-4
"Sonic Advance" Game Paks	1-4
Game Boy Advance Game Link® cables	1-3

Connection Method

1. First make sure that the POWER on all Game Boy® Advance systems are switched OFF, then insert the Game Paks into all systems or only Player 1's system.
2. Connect the Game Boy Advance Game Link® cables to the external connection sockets on each system.
3. Turn all systems ON.
4. Refer to P. 23/27 for further connection information.

* When playing with 2-3 players, do not attach systems which are not used in play.
* Player 1 is the player with the smaller plug inserted into the system.
* Single Game Pak Mode can be conducted in the same way as Multi-Game Pak Mode, with one Game Pak for all players. See P. 27 for more details.
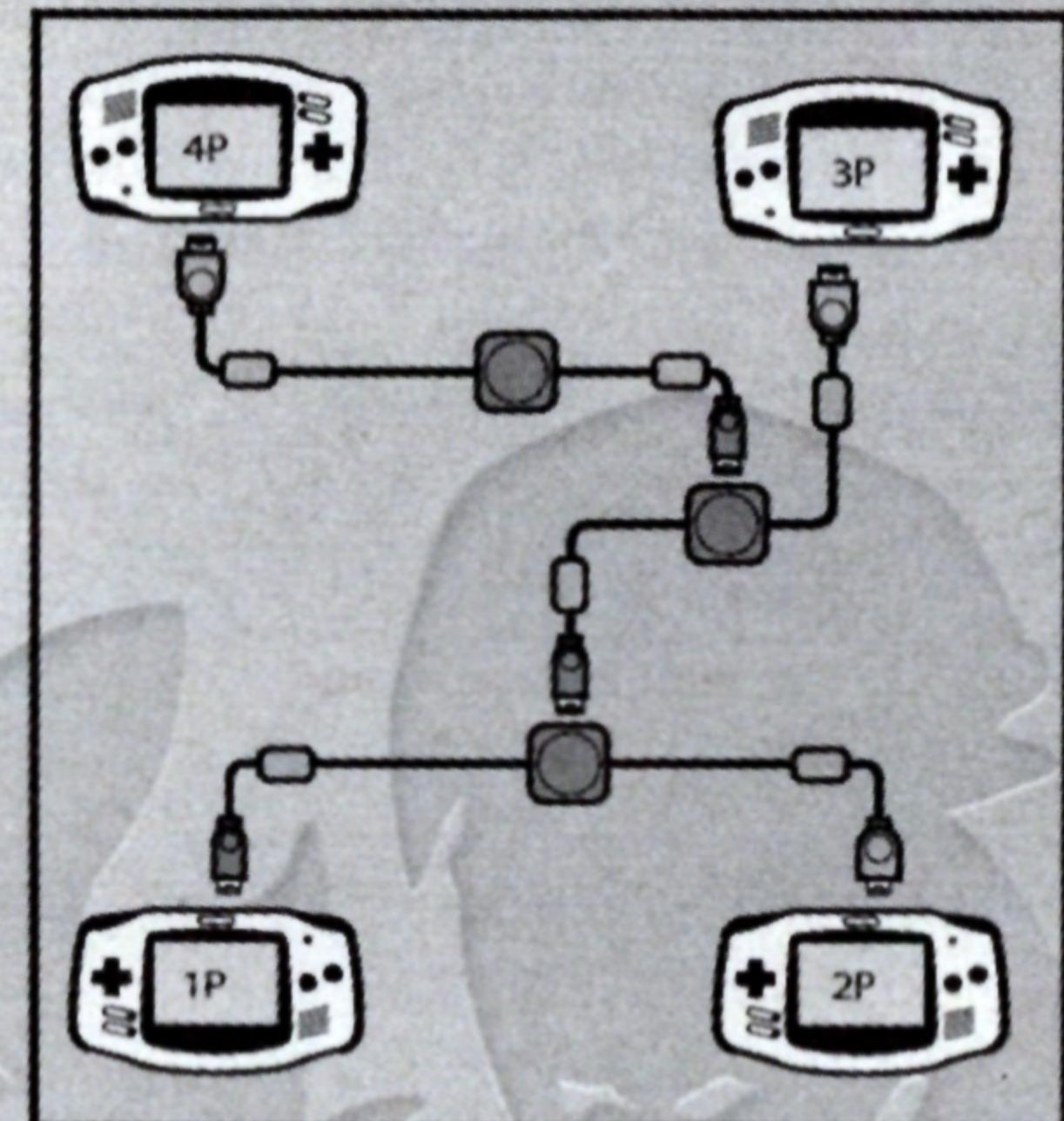
THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY ADVANCE GAME LINK® CABLE (MODEL NO.: AGB-005).

GBA LINK CABLE

VS Mode Multi-Game Pak Play

This VS mode is for when there is one Game Pak for each player. Select between "Race" and "Chao Hunt" for either competitive or cooperative play.

1. Refer to P. 21 for directions on connecting all Game Boy® Advance systems. After all systems are connected and switched ON, each player should select "Multi-Game Pak" and then press the A Button to display the Game Boy Advance Game Link® Setup screen.

2. Once all players are ready, a Chao will appear on each player's screen, signaling game selection. Move the Control Pad △ ▽ to select a game, then press the A Button.
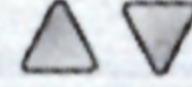
Race: The first player to reach the goal wins the race.

Chao Hunt: The player to find and collect the most Chao on the map in the allotted time wins the hunt.
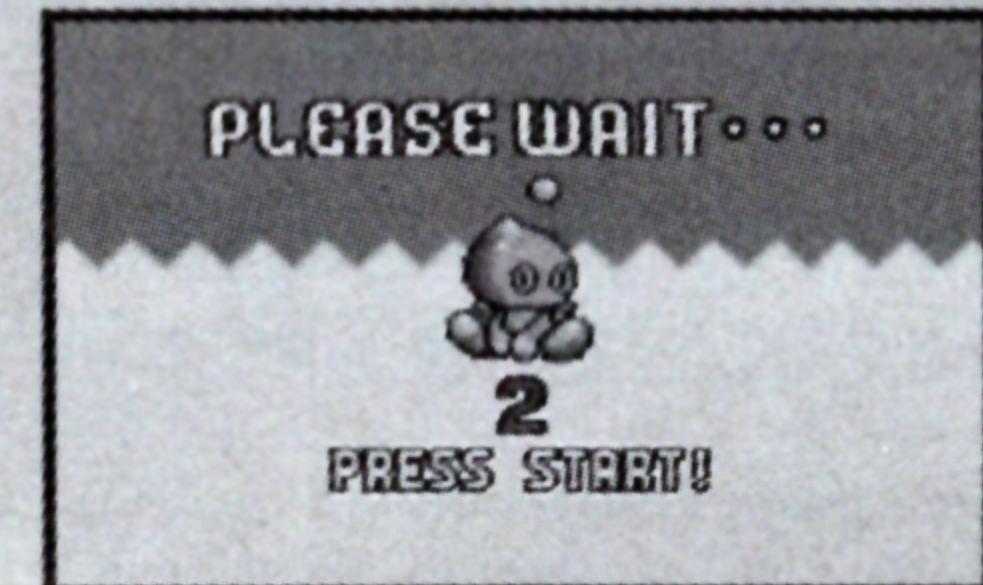
3. After the game type is selected, character selection begins. Select the character to use in the game.

*The same character cannot be used by more than one player.

4. When there are 3 or more players, choose between individual or team play. Player 1 selects by moving the Control Pad ◁ ▷, then pressing the A Button. If team play is selected, then each player must select a team to play on. Move the Control Pad ◁ ▷, then press the A Button.

* All players may not choose to play on the same team.
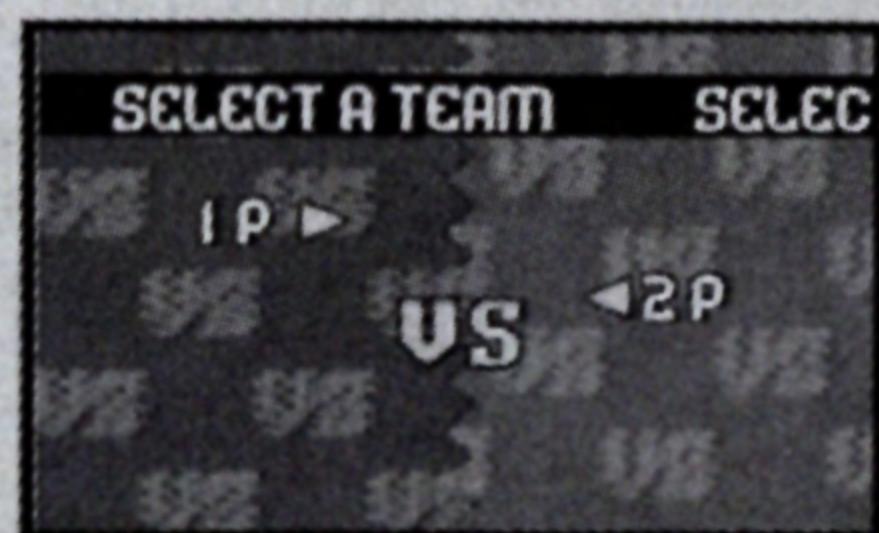
5. Once character and team selection are completed, Zone selection begins. Player 1 selects by moving the Control Pad △ ▽ , then pressing the A Button to begin gameplay.

*For Races, any Zone up to the most advanced zone reached by any player may be selected.

*For the Chao Hunt, selection is made from among original courses.
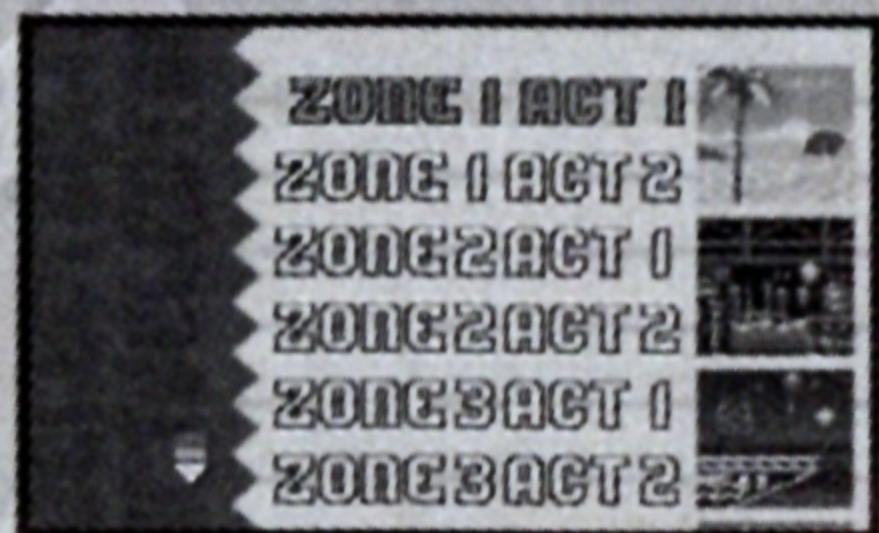
VS Mode Multi-Game Pak Play

Race

The object of this game is to reach the Zone's goal within the time limit and faster than anybody else. (The time limit is the same as for normal games, 9:59.)

If a player loses a try along the way, he/she must start from the beginning of the Act or from a checkpoint.

During 2 player Races, the game ends when the first player reaches the goal.

For Races with more than 2 players, any player who does not reach the goal within 1 minute of the first player to reach the goal is automatically disqualified.

For team play, all players must reach the goal for that team to win.

Time Display

Time elapsed from the start of the race.

Cursor

Shows the position of each player.
The color indicates the character:

Sonic	Blue
Tails	Yellow
Knuckles	Red
Amy	Pink

Chao Hunt

The object of this game is to find and catch as many Chao in the Act as possible. The player with the most Chao when time runs out wins. (The time limit is 3 minutes for individual play and 5 minutes for team play.)
Players can steal Chao from other players by touching them.
For team play, the team with the greater number of Chao total wins.

Number of Chao Collected
Displays the number of Chao collected for each player.

Time Display
Time elapsed from the start of the game.
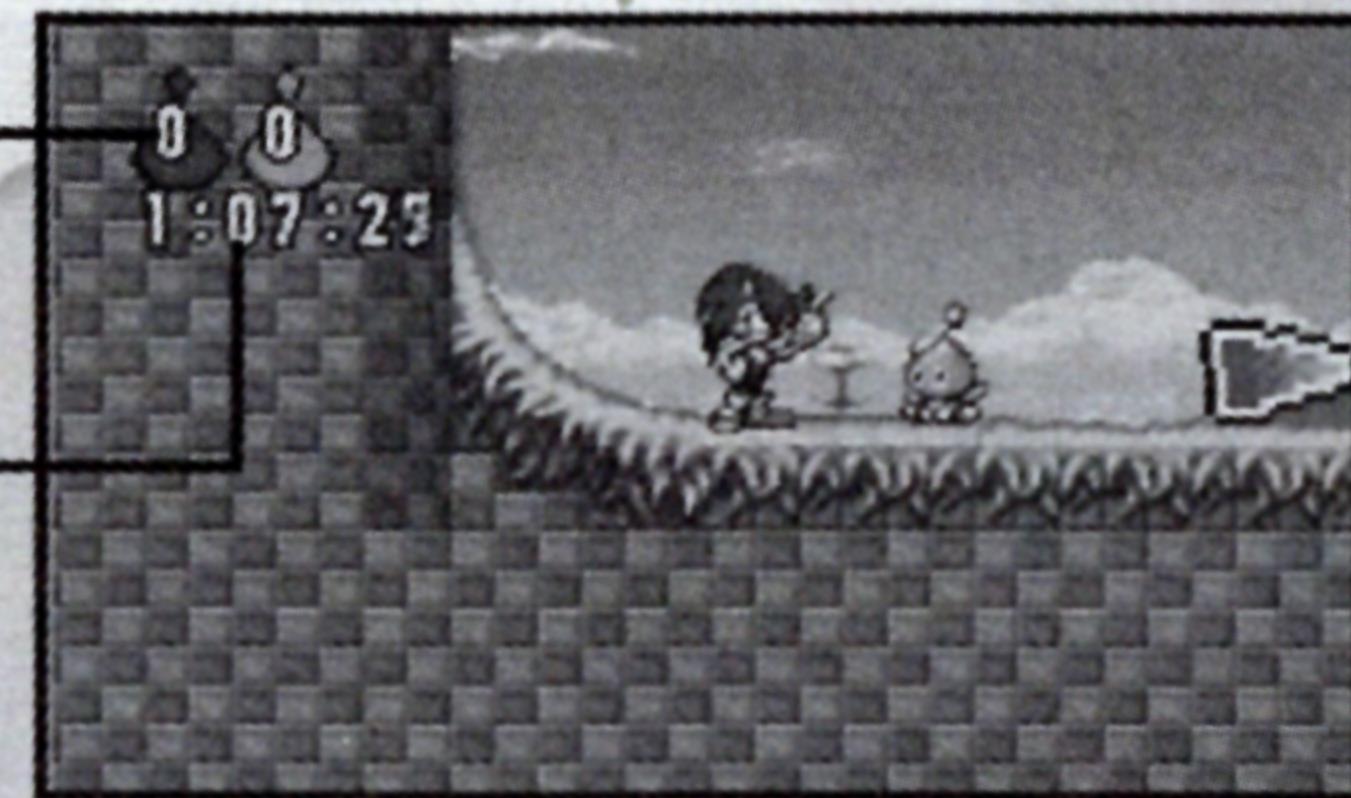
At the end of both Race or Chao Hunt games, the game can either be continued or ended. Move the Control Pad ◁ ▷ to select, then press the A Button.
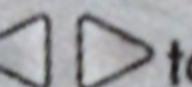
Team Play Special Actions

Sonic

When Sonic is spinning in place and a teammate touches him from behind, the teammate is instantly propelled into a forward dash.

Tails

Tails can pick up his teammate when he is Flying and carry them along with him. To get down, the teammate being carried can either press the jump button or wait until Tails stops flying.

Knuckles

Teammate can ride atop Knuckles' back or head when he is Gliding or Climbing. The character riding Knuckles falls off when Knuckles stops gliding or jumps while climbing a wall.

Amy

If Amy hits teammate on the ground with her Hammer, that character will soar into the air as if he had jumped on a Spring.
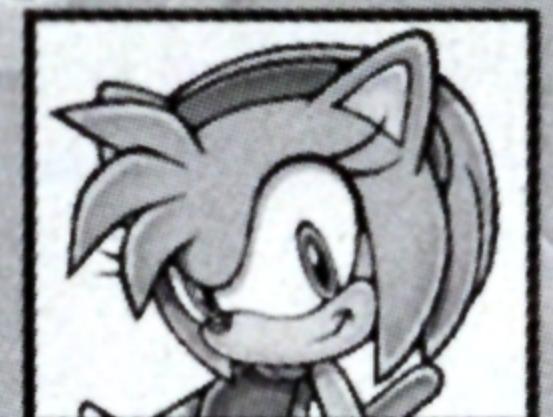
Single Game Pak Play

Only 1 Game Pak is necessary for this VS mode, which features the game Collect the Rings.

1. Refer to P. 21 for directions on connecting all Game Boy® Advance systems. After all systems are connected and switched ON, Player 1 should select "Single Game Pak Mode" and then press the A Button to display the Game Boy Advance Game Link® Setup screen.

2. Confirm the number of players, then press START to switch to the Data Transmission Screen.

3. The game begins when data transmission is complete.

*In Single Game Pak Mode, characters are determined by which player is on which system.
(Player 1: Sonic, Player 2: Tails, Player 3: Knuckles, Player 4: Amy)

*In Single Game Pak Mode, the controls for all players are the same as for Sonic.

*By using one Game Pak for each player even in Single Game Pak Mode, gameplay will become more smooth. First connect all systems, then press and hold START and SELECT when turning the systems ON.
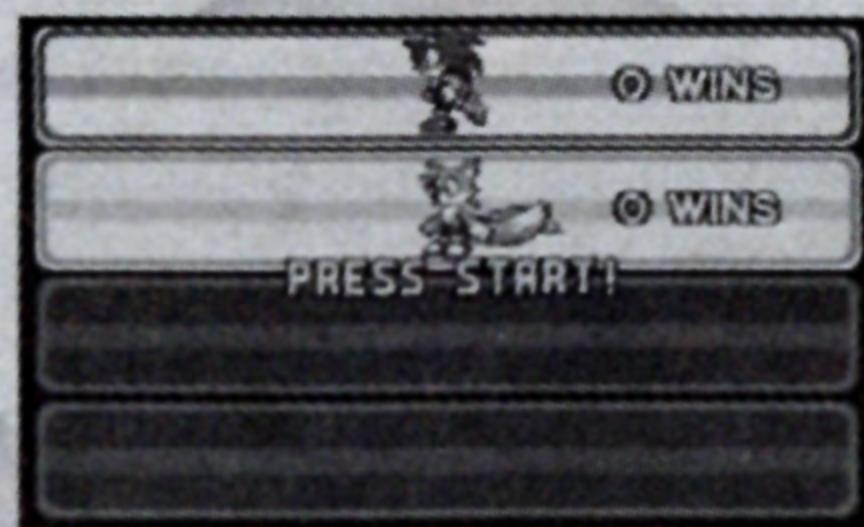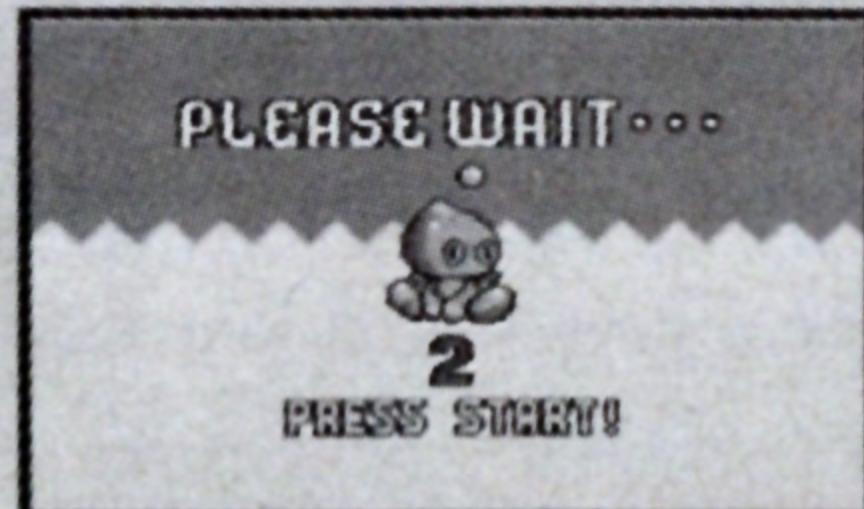
Single Game Pak Play

Collect the Rings

The player who collects the most rings scattered throughout the Act wins. At the start of the game, the timer begins counting down and the players start collecting rings. Players can attack their opponents to scatter their rings, which they can then steal.
The player who possesses the most rings when the timer reaches 0 wins the game.

Number of Rings Collected —

Displays the number of rings collected for each player.

Time Display —

Time elapsed from the start of the game.
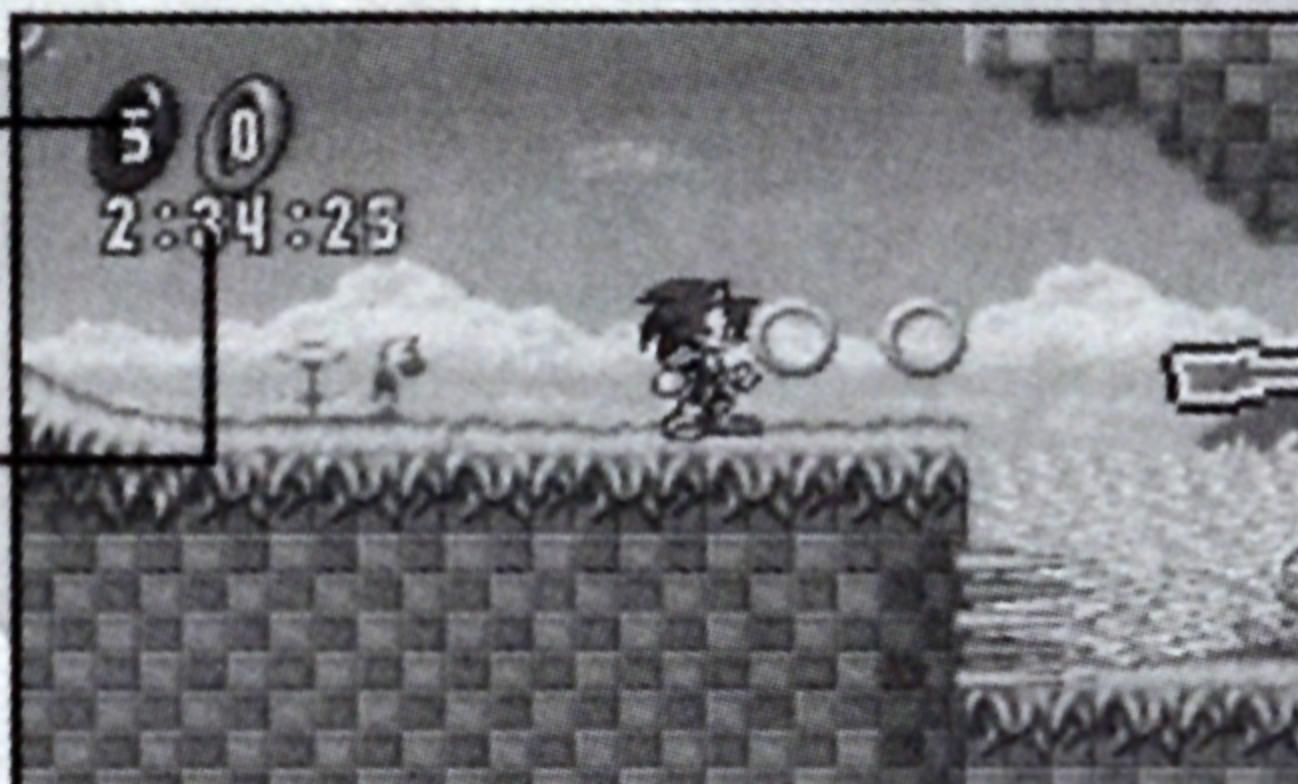
Time Attack

Time Attack lets players race for the fastest time and view time records. The fastest 3 time records for each character are recorded.

When "Time Attack" is selected, the Menu screen will be displayed. Press $\triangle$ $\triangledown$ on the Control Pad to select, then press the A Button.
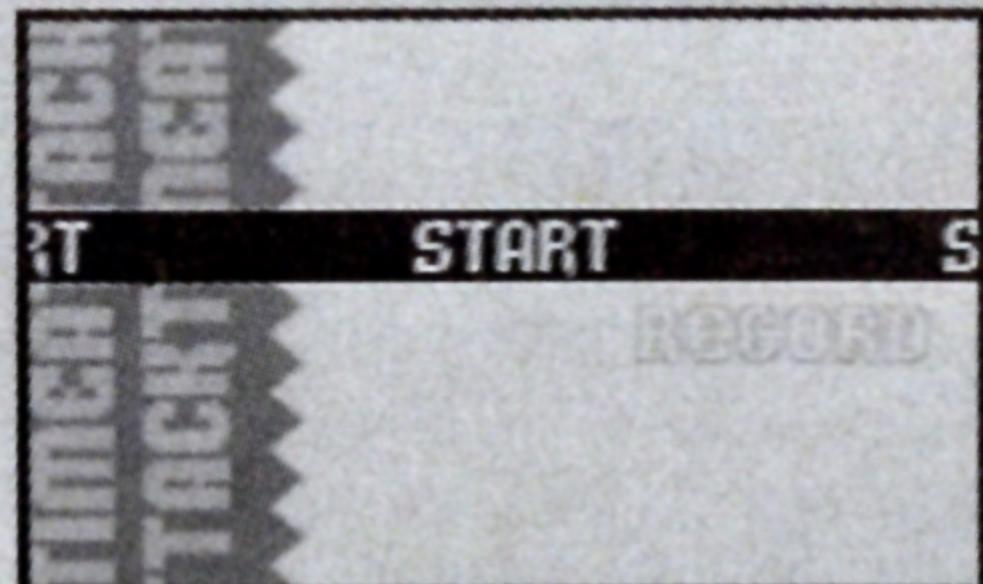
Start
Select a character, then race against the clock.

When the Character Selection screen is displayed, press $\triangleleft$ $\triangleright$ on the Control Pad to select, then press the A Button.

Next, select an Act. Only Acts that have been cleared in the regular game mode can be selected. Press the A Button again to begin the Time Attack.

The Acts are the same as in the main game. The time it takes to reach the goal in Act 1, or defeat the boss and break open the capsule in Act 2, is the clear time.

Time Attack

Time Display

Time elapsed from the start of the game.

```
:  OPTIONS  OPTIONS  :
  ► PLAYER DATA
    LEVEL              NORMAL
    TIME UP               ON
    SOUND TEST
    LANGUAGE          ENGLISH
    BUTTON CONFIG.     NORMAL
    DELETE GAME DATA
    END
```
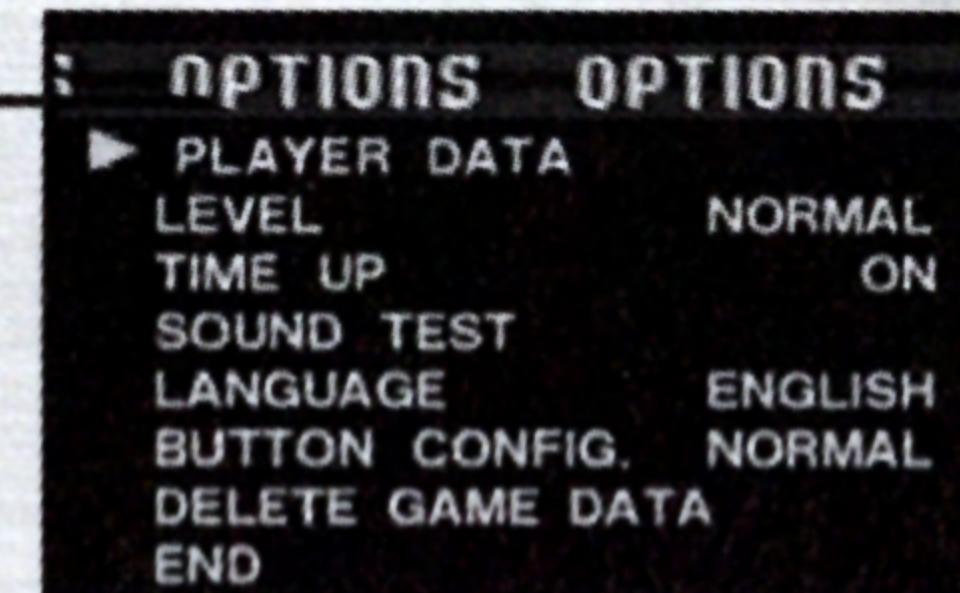
Once an Act is cleared, the Record screen will be displayed. To stop the Time Attack in the middle of a game, press START to display the Pause screen, then press the A Button. To go back to the Time Attack, press START again to release the pause.

Records

Select this mode to view the fastest Time Attack times. The top 3 records for each character are displayed. Select a Zone and Act, then press the A Button to view the best times. Press ◁ ▷ on the Control Pad to view records for other characters. Press the B Button to finish viewing records and return to the previous screen.

```
ZONE 1 ACT 1
SONIC
◄ BEST 3
  1     9 : 59 : 99
  2     9 : 59 : 99
  3     9 : 59 : 99
```

Options

Change various game settings or listen to game music. Select with the Control Pad, then press the A Button.

PLAYER DATA

Enter the name to be used in records or view the results of VS mode games. Names can have up to 6 letters. Use the Control Pad to move the cursor, and the A Button to input letters.

LEVEL

Change the difficulty level of the game. There are two levels, "Normal" and "Easy."

TIME UP

Select whether or not running out of time causes characters to lose a try.

SOUND TEST

Listen to the various sounds used in the game. Select a sound, then press the A Button.

LANGUAGE

Change the language of the messages to be displayed between "English" and "Japanese".

BUTTON CONFIG.

Change the functions of the A and B Buttons. "Normal" is the default functions, and "Reversed" switches the functions.

DELETE GAME DATA

Delete all game data.
 (Note: The Tiny Chao Garden cannot be deleted.)

END

Exit Options Mode.

Tiny Chao Garden

In Tiny Chao Garden, players can raise the cute, mysterious beings called Chao and play mini-games with them. Chao can also be transferred between games by using Nintendo GameCube™ Game Boy® Advance Cable (sold separately) to connect the Game Boy® Advance system to a Nintendo GameCube™ running "Sonic Adventure 2 Battle." The status of each Chao raised will be reflected in both games simultaneously.

There are many ways to raise Chao, including buying them things they like or playing mini-games with them.

*Please see the instruction booklet for the Nintendo GameCube™ for details on how to attach the Nintendo GameCube™ Game Boy® Advance Cable.

There are many ways to play with Chao in the Tiny Chao Garden.

Communicating with the Chao

Give items to, cuddle with, or view the status of Chao transferred from the Chao Garden in "Sonic Adventure 2 Battle."

Playing Mini-Games

Play mini-games on the Game Boy™ Advance system itself to collect rings.

CONTROLS IN THE TINY CHAO GARDEN	
Start	Pause/Quit name entry.
Control Pad	Move cursor/Select menu item.
A Button	Pet Chao on its head/Pick up or give item/Pick weed/Select menu item.
B Button	Delete a letter (name entry)/Close Pause Menu.
L Button	Open/close Items Menu to purchase.

* For detailed instructions on how to transfer Chao, please refer to the instruction booklet for the Nintendo GameCube™ game, "Sonic Adventure 2 Battle" on sale this winter.

GAME DISPLAY

Thank you for purchasing Sonic Pinball Party. Please note that this Game Pak is designed only for use with the Game Boy® Advance. Please read this Instruction Booklet thoroughly before you start playing.

⭐ CONTENTS

GETTING STARTED

Setting Up

1. Turn OFF the power switch on your Game Boy® Advance. Never insert or remove a Game Pak when the power is on.
2. Insert the Game Pak of Sonic Pinball Party into the slot on the Game Boy® Advance. To lock the Game Pak in place, press firmly.
3. Turn ON the POWER switch. The logo screens will appear (if you don't see them, begin again at step 1).
4. When the title screen appears, press (START) to proceed to the Main Menu.

*For multiplayer (Party Mode) set up, refer to P.25 of this Instruction Booklet.

Save Data

The following game data can be saved within the game for future play. All Save Data except for Ranking scores is saved from the Pause Screen of each mode.

RANKING: Top 20 scores for Sonic/NiGHTS/Samba table - (Ⓑ Button at title screen)
ARCADE: Stage, score and ball position of one game - (select from Main Menu)
STORY: The match (opponent) of the tournament - (select from Main Menu)
TINY CHAO: The Status and growth of Chao / Current Rings

BASIC CONTROLS

L Button →

Control Pad →

START →

SELECT →

← R Button

← A Button

← B Button

Nintendo
POWER
GAME BOY
Nintendo®
GAME BOY ADVANCE

B   A
START
SELECT

Menu Controls

Control Pad	Menu Selection
Ⓐ Button	Enter
Ⓑ Button	Cancel

To initialise your Save Data, hold down the Ⓛ Button and ⓢⓣⓐⓡⓣ while the title screen appear. Then set the display language.

Pinball Controls

Control Pad: ◄	Left Flipper
Ⓐ Button	Right Flipper
Ⓑ Button	Tilt Up
Ⓛ Button	Tilt Left
Ⓡ Button	Tilt Right
ⓢⓣⓐⓡⓣ Button	Pause Screen

GAME SELECTION

In the Main Menu, use ◄ ► to select from the following game modes.

ARCADE

Play the standard Arcade Mode. Choose from the available pinball tables and play to clear all stages. To load your previous game, select CONTINUE from the Main Menu.

STORY

Sonic must enter a pinball tournament and win it all to save his friends from Dr. Eggman. The challenger will announce the requirements before each match. Advancing the tournament will also unlock 2 Casinopolis games and the Samba De Amigo table. To load your previous game, select CONTINUE from the Main Menu.
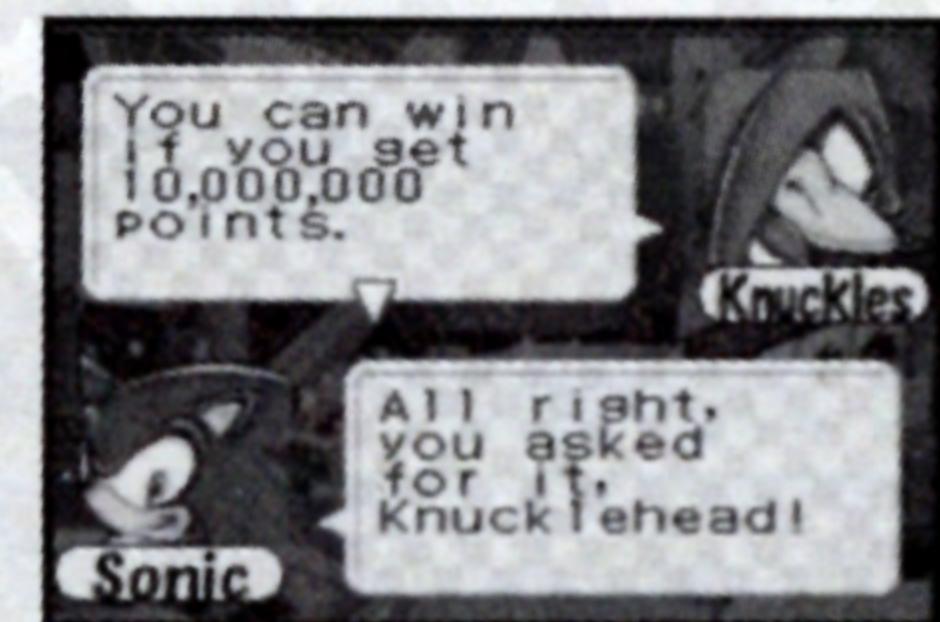
TUTORIAL

Omochao will provide instructions for all three pinball tables in ARCADE and STORY Mode. Select a topic from the menu for helpful information about each table and better play.

TINY CHAO GARDEN

Be the caretaker of your very own Chao. Pet, feed, play together and raise this adorable character. Two mini-games are available within this mode for play and to earn Rings.
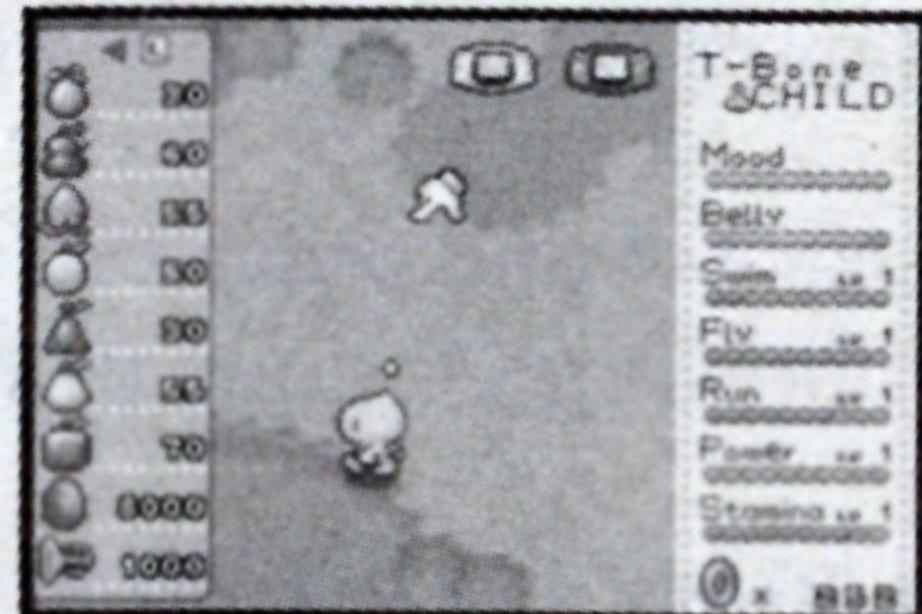
PARTY

Connect with other Game Boy® Advance system(s) for multiplayer games of up to four players. Have a pinball party with three amazing games to prove your skills to your friends!

CASINOPOLIS

Bet with your Rings on any of the three casino-themed tables. One Ring is exchanged for one ball used to place your bets in this mode. Extra games (Slot & Bingo) will appear by defeating opponents in Story Mode.

OPTION MENU

Select OPTIONS from the Main Menu to display the Options Screen.

Use ♠ ♥ and press the Ⓐ Button to select the following Options settings.

◆**Button Config**

Customise the function for each button.

◆**Language**

Set the display language.

◆**Sound Test**

Select a BGM or sound and play.

◆**Chao Navi**

Turn Chao's navigation ON/OFF Chao's while playing ARCADE and STORY Mode.
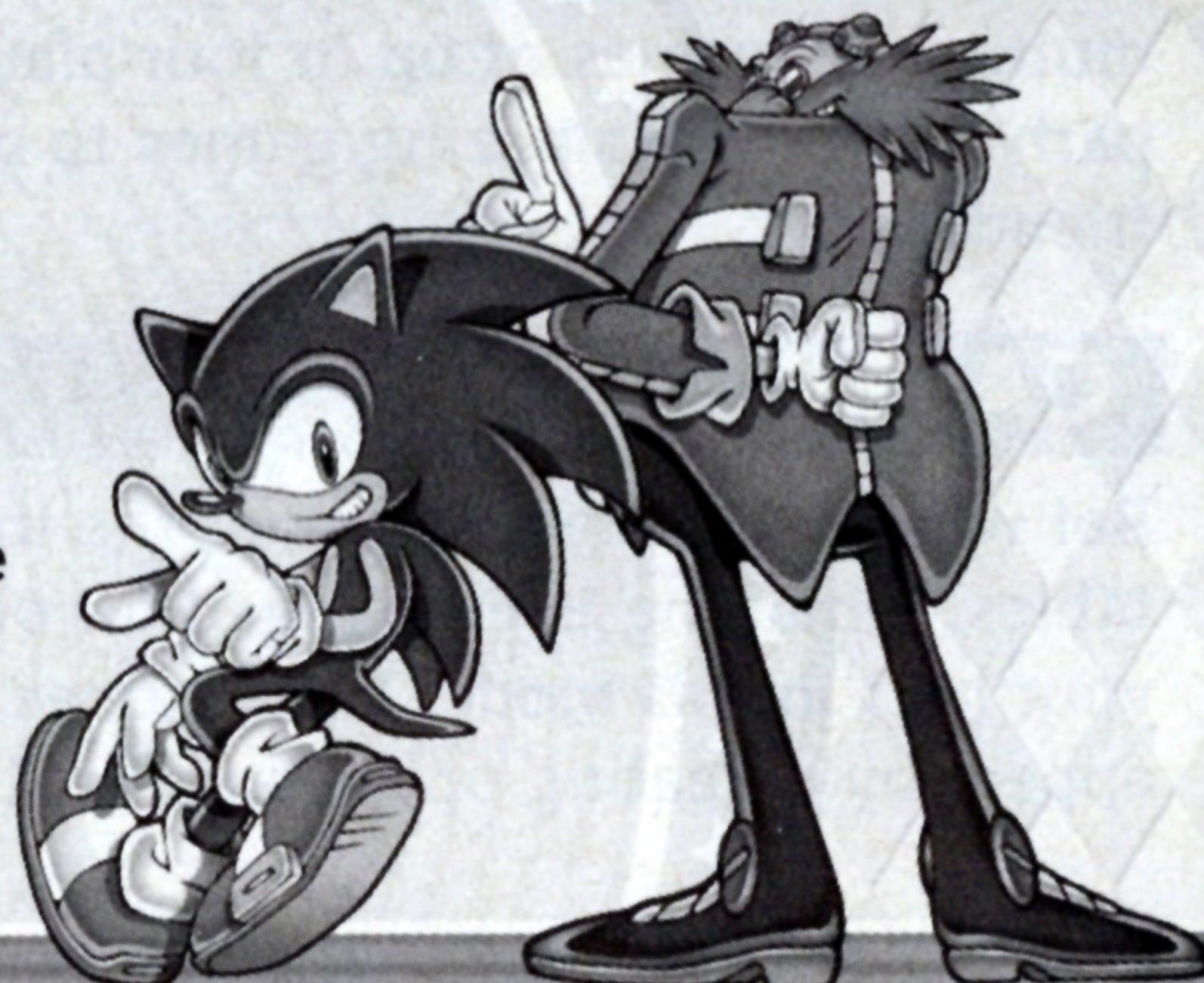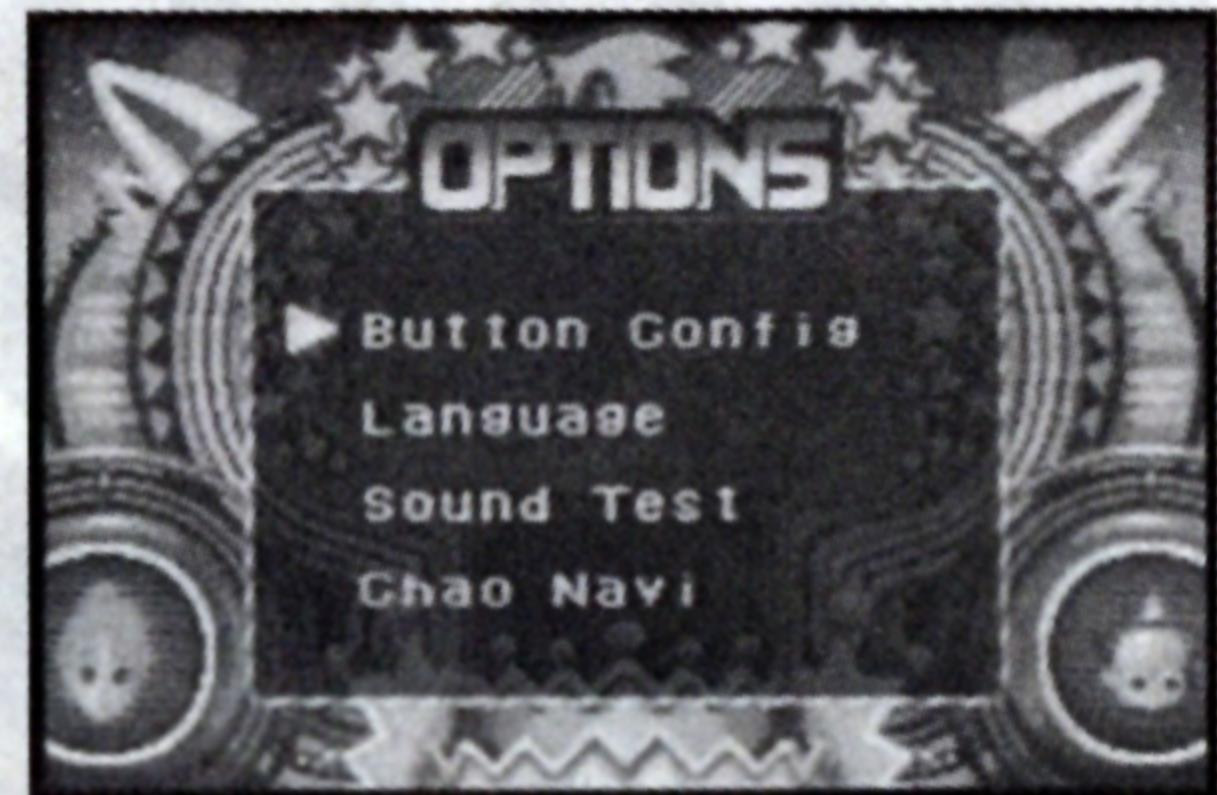
GAME DISPLAY

Pinball Screen

SAVE BONUS 100000

Bonus Messenger

*Appears when you earn bonuses. Hold down both flipper buttons for the current status.

Remaining Ball(s)

16500

Chao Navi

*Only displayed when Chao Navi is turned ON in Options Menu.

the hole below Eggman!

Total Score

Timer

*Appears once the critical mode or bonus begins.

Pause Screen

Press (START) during gameplay to display the Pause Screen. Use ♠ ♥ and select CONTINUE to return to the current game, or QUIT to end the game and return to the Main Menu. For ARCADE Mode, you can choose to save the progress of your game before you end the game by selecting SAVE & QUIT.

11400

▶ CONTINUE
SAVE & QUIT
QUIT

PINBALL BASICS

Here are the basics of pinball, common to all tables in ARCADE and STORY Mode.

✪ Shoot Bonus

Before you launch the ball on the table, earn a Shoot Bonus by pressing either ◄ (type A), or Ⓐ Button (type B). After the Shoot Bonus, press the Ⓐ Button for the plunger shot.

◆**BIG BONUS**
30,000 points.

◆**SMALL BONUS**
300 points.

◆**LONG BALL SAVER**
120 sec. ball saver enabled.

◆**SUPER KICKBACK**
5 Kickbacks enabled.

◆**BACKUP**
5 Kickbacks and 30 sec. ball saver enabled.

◆**LIT BONUS**
Various groups of lights or random lights are turned on.

✪ Skill Shot

Earn a Skill Shot bonus when you successfully pass the ball through the Left Ramp Lane within 5 seconds of your plunger shot. You have 5 seconds after it drops from the Right Return Lane for a Skill Shot.

✪ Ball Saver

Dropping the ball down the middle will cost you one ball. But when the Ball Saver is in effect, a new ball will immediately be sent into play.

*Ball Saver Light located between the flippers (for Sonic and Nights table).

✪ Kickback

Dropping the ball down the outlane without the Kickback in effect will cost you a ball. If Kickback is enabled, a replacement ball will automatically shoot back onto the table when it falls into the outlane.

Turn all In-Outlane Lights on to enable the Kickback (up to 5 times). For the Samba table, the Kickback (one on each side) is enabled when you successfully pass the ball through both the left and right ramp lanes.

✪ Combo

Earn a Combo bonus by passing the ball through either ramp lane back-to-back within 5 sec. on the Sonic table and 3 sec. on the NiGHTS table. The bonus doubles with each passing ball.

Table Features
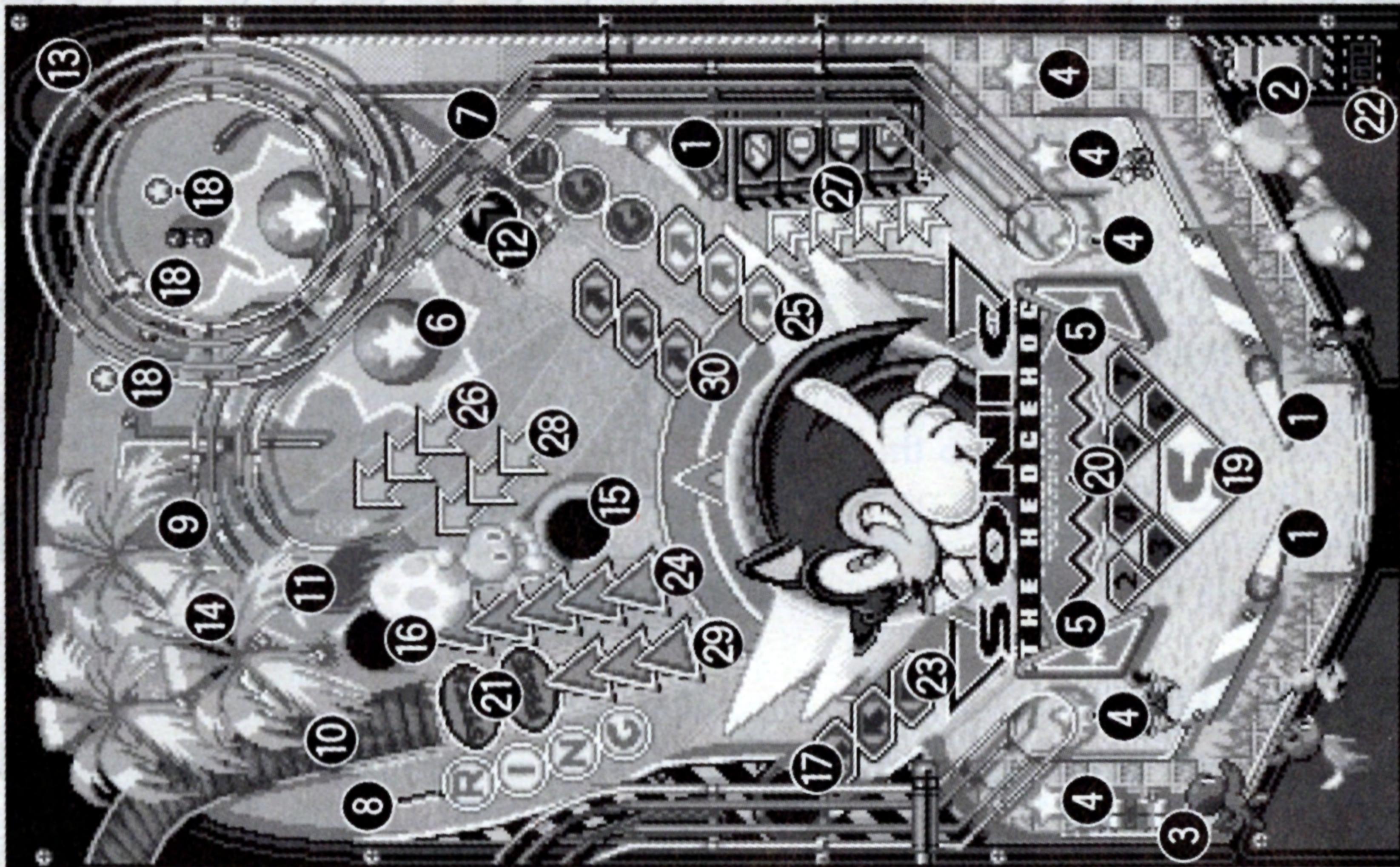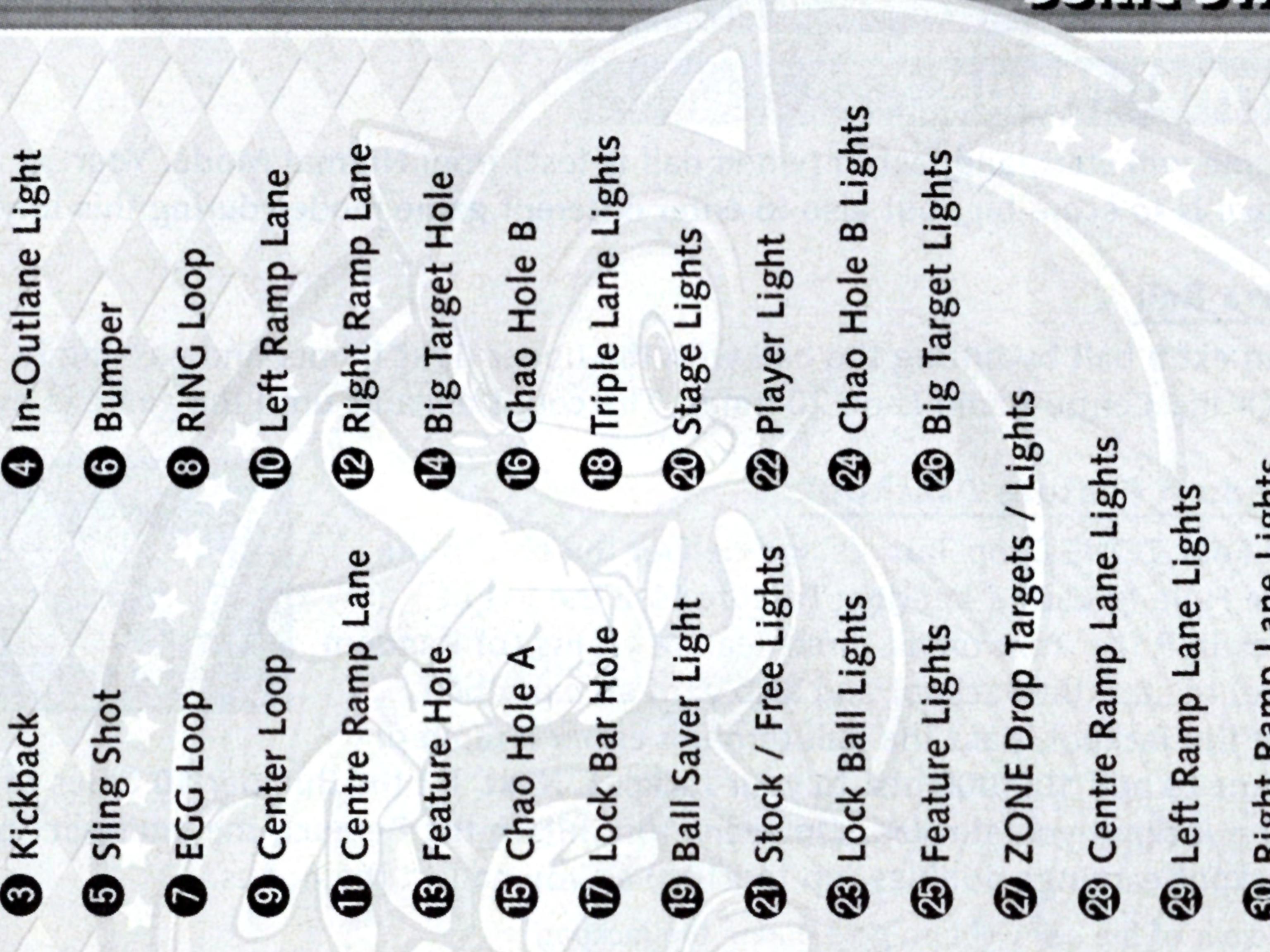
1 Flipper
2 Plunger
3 Kickback
4 In-Outlane Light
5 Sling Shot
6 Bumper
7 EGG Loop
8 RING Loop
9 Center Loop
10 Left Ramp Lane
11 Centre Ramp Lane
12 Right Ramp Lane
13 Feature Hole
14 Big Target Hole
15 Chao Hole A
16 Chao Hole B
17 Lock Bar Hole
18 Triple Lane Lights
19 Ball Saver Light
20 Stage Lights
21 Stock / Free Lights
22 Player Light
23 Lock Ball Lights
24 Chao Hole B Lights
25 Feature Lights
26 Big Target Lights
27 ZONE Drop Targets / Lights
28 Centre Ramp Lane Lights
29 Left Ramp Lane Lights
30 Right Ramp Lane Lights

Normal Mode

The game will start, and restart (when ball is lost) from Normal Mode. Your objective is to score big, but also to enter different game modes during this time.

✪ Extra Ball

Earn an extra ball by hitting the ball with the upper right flipper and passing it through the Centre Ramp Lane 20 times. The count remains until the game is over.

✪ Random Feature / Jackpot

Hit all Four ZONE Drop Targets and deliver the ball to the Feature Hole to earn a Random Feature (see the list of features in P.10). Turn on all three Feature Lights (of Random Feature) to start the Jackpot and also earn an extra ball. During the Jackpot, pass the ball through either a ramp or loop lane to add 100,000 pts. to your Jackpot. Next, hit the Bumper 10 times to earn the Jackpot you stocked. On every 10th hit on the Bumper, the multiplier of the Jackpot earnings doubles (up to x128) as you collect the bonus.

*The colour of the ball will turn gold during the Jackpot.

✪ Field Multiplier

Doubles the bonus Multiplier (up to x8) to increase your score. Turn on all 3 Triple Lane Lights (rotate lights - flipper button), then pass the ball through the Right Ramp Lane to increase the Multiplier. The Multiplier is activated up to 120 seconds.

✪ End of Ball Bonus / Bonus Multiplier

When the ball is lost, you will receive an End of Ball Bonus. The bonus is based on the following equation with the Bonus Multiplier:

◆ **(Lights Completed + Chao A Growth Cycle + Chao B Growth Cycle) x 100,000 x Bonus Multiplier** (*doubles every 5 times in Chao B Hole)

Ring Mode

Turn on all four Ring Lights, then pass the ball through the Feature Hole to enter the Ring mode. Collect Rings that appear on the table within the 120 second time limit. The mode is over when the Timer reaches zero or the ball is lost. The Rings collected during ARCADE Mode are transferred to the Tiny Chao Garden.

Egg Mode

Turn all three Egg Lights on, then pass the ball through the Feature Hole to enter the Egg mode, then Dr. Eggman will appear on the table! Defeat Dr. Eggman by shooting the ball into the hole located below him within the 120 second time limit. The mode is over when the Timer is zero or when the ball is lost. Check the Damage Counter on the bottom right during this mode to see the number of hits left in Dr. Eggman. In your second round (after clearing all Zones), you need to hit Eggman twice (three times in the third round) to defeat him. The number of hits in the extra rounds is accumulative, so don't give up!

✪ Clear Bonus Mode

After defeating Dr. Eggman, you will automatically enter a Clear Bonus time. During this time you are to aim for the loops and ramps for extra points. Use the Ball Saver to your advantage for maximum earnings! When the score countdown is over (becomes zero) or when you drop all ZONE Drop Targets, you will move on to the next stage.

Mini Game Mode

Deliver the ball into Chao Hole A 3 times and raise the Chao into a cocoon (picture right) to start a Mini Game mode. The mini game is determined based on the character of the table and your current score. Clear the objective of the mode within the given time limit for a special bonus. The mode is over when the mode is cleared, Timer reaches zero, or the ball is lost.

*Hit the Big Target Hole 3 times for a Character Change (Sonic, Tails, Knuckles, Amy).

Multiball Mode

To start a Multiball mode, pass the ball through the Left Ramp Lane 3 times while the Lock Bar is in effect.

*Hit the Lock Bar Hole 3 times to toggle the Lock Bar function.

The Multiball mode gives you three balls on the table and a chance to earn the jackpot. The mode will return to Normal mode when you have one ball left on the table.

*The game display is set according to the position of the lowest ball.
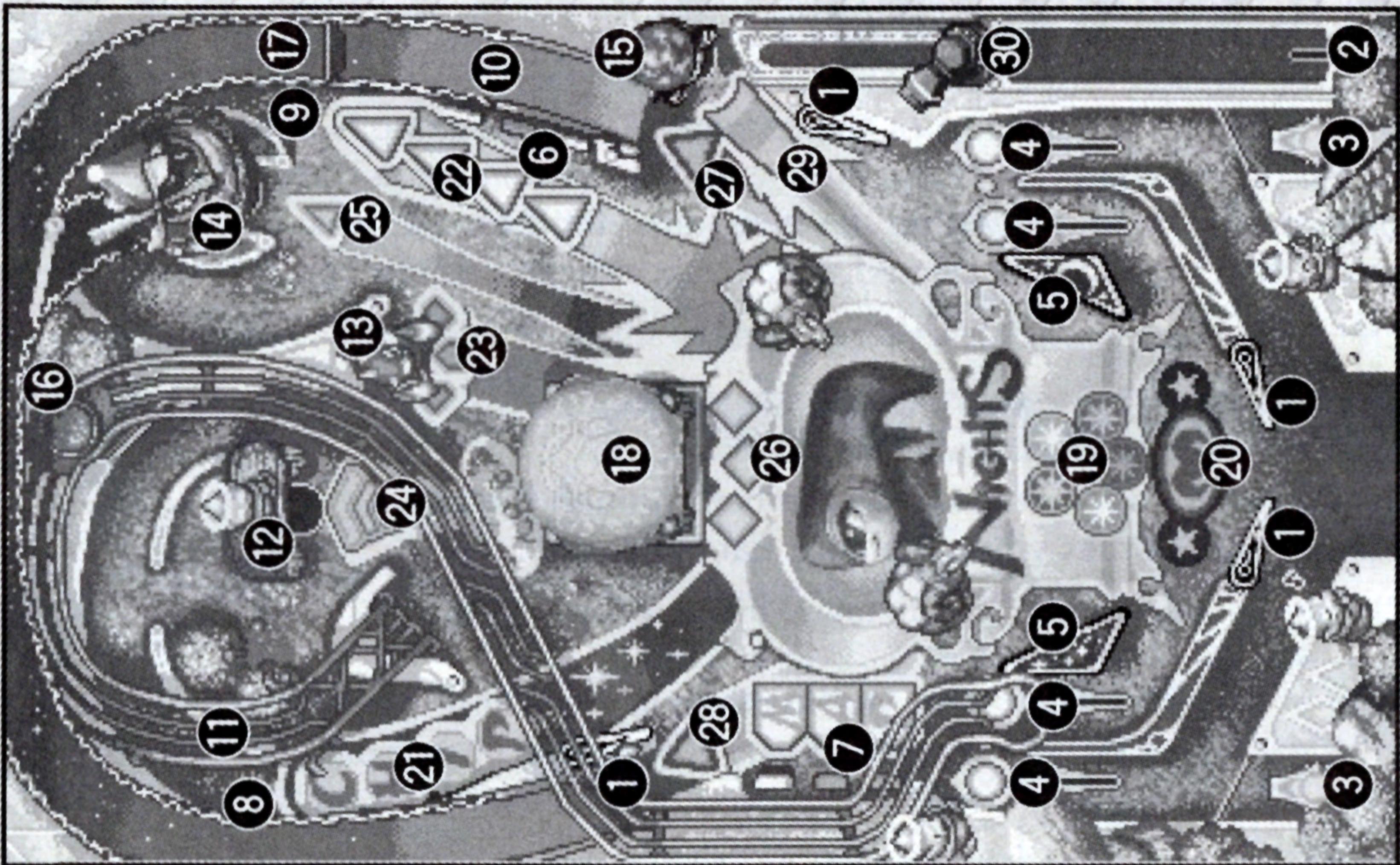
1 Flipper
2 Plunger
3 Kickback
4 In-Outlane Light
5 Sling Shot
6 ECN Drop Targets
7 MAP Drop Targets / Lights
8 CHIP Loop
9 DRMY (boss) Loop
10 Outside Ramp Lane
11 Inside Ramp Lane
12 Nightopian Hole
13 Enemy Hole
14 Symbol Hole
15 Ideya Capture Hole
16 Lock Hole
17 Spinner
18 Ideya Palace Target
19 Ideya Lights
20 Ball Saver Light
21 CHIP Lights
22 DRMY (boss) Lights
23 Enemy Hole Light
24 Pian Hole Light
25 Symbol Target Light
26 Ideya Palace Lights
27 Right Outside Ramp Lane Light
28 Left Outside Ramp Lane Light
29 Ideya Capture Hole Light
30 Cannon

Normal Mode

The game will start, and restart (when ball is lost) from Normal mode. Your objective is to score big, but also to enter different game modes during this time.

✪ Extra Ball

Earn an extra ball by passing the ball through the Inside Ramp Lane 10 times. The count remains until the game is over. Also earn an extra ball by starting the Jackpot.

✪ Random Feature / Jackpot

Deliver the ball to the Ideya Capture Hole to earn a Random Feature (list of features in P.10, Field Multiplier and Bonus Multiplier). In the 5th Random Feature, the Jackpot will begin. During the Jackpot, pass the ball through either a ramp or loop lane to add 100,000 pts. to the Jackpot. Next, deliver the ball to any holes 3 times to earn the Jackpot you stocked. On every 3rd shot into the hole, the multiplier of the Jackpot earnings doubles (up to x128) as you collect the bonus.

*The colour of the ball will turn gold during the Jackpot.
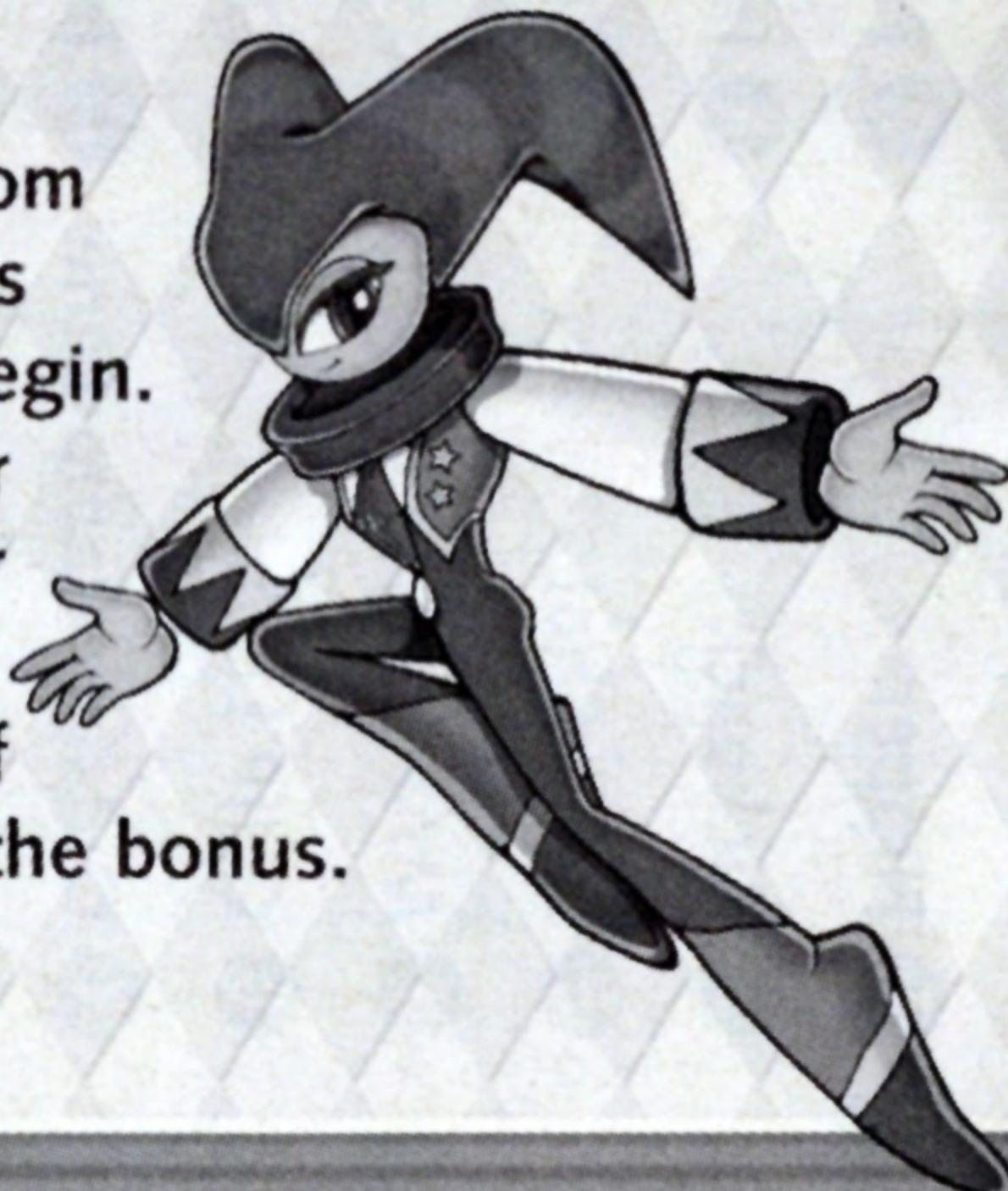
✪ Field Multiplier

Pass the ball through the Spinner and charge the gauge up to increase the Field Multiplier (up to x8). The Multiplier earned is activated up to 120 seconds.

✪ End of Ball Bonus / Bonus Multiplier

When the ball is lost, you will receive an End of Ball Bonus. The bonus is based on the following equation with the Bonus Multiplier:

◆ **(Lights Completed + Ideyas Collected + Dualise Mode + Pian Random Bonus) x 100,000 x Bonus Multiplier**

*Doubles the Bonus Multiplier by hitting all ECN Drop Targets, then passing the DRMY Loop.

Blue Chip Mode

Turn on all four Chip Lights, then pass the ball through the Symbol Hole to enter the Blue Chip mode. Collect the Blue Chips that appear on the table within the 120 second time limit. The mode is over when the Timer reaches zero or the ball is lost. Chips collected in ARCADE Mode are coverted to Rings and transferred to the Tiny Chao Garden.

CHIP BIG BONUS

Dualise Mode

Hit the Ideya Palace Target 3 times to enter the Dualise mode. Deliver the ball to the Ideya Capture Hole within the 180 second time limit to earn one Ideya. The mode is over when the Timer is zero, enter a Blue Chip mode, or the ball is lost.

Boss Mode

Collect all 5 Ideya from Dualise mode, then hit the Ideya Palace Target to enter the Boss Mode (boss stage). Defeat the creature in this stage within the 180 second time limit. To attack the boss, aim directly at the creature or pass the ball through a loop or ramp. The mode is over when either the Timer reaches zero or the ball is lost.

✪ Clear Bonus

After defeating the boss, you will automatically enter a Clear Bonus time. Aim for the loops and ramps for extra points. Use the Ball Saver to your advantage for maximum earnings! When the score countdown is over (becomes zero) or you hit all MAP Drop Targets, you will move on to the next stage.

Mini Game Mode

Deliver the ball into Enemy Hole 3 times to start a Mini Game Mode. The mini game is determined based on your current score. Clear the objective of the mode within the given time limit for a special bonus. The mode is over when the mode is cleared, the Timer reaches zero, or the ball is lost.

Acrobat Mode

Deliver the ball into Pian Hole 3 times to start an Acrobat Mode. There are 30 different acrobatic moves for you to perform within the given time limit for a special bonus. The mode is over when the Timer reaches zero or the ball is lost.

Multiball Mode

To start Multiball mode, pass the ball through the Inside Ramp Lane 3 times while the Ball Lock is in effect.
The Multiball mode gives you three balls on the table and a chance to earn the jackpot. The mode will return to Normal mode when you have one ball left on the table.

*The game display is set according to the position of the lowest ball.

SAMBA STAGE

Table Features

❶ Flipper

❷ Plunger

❸ Kickback

❹ Banana Sling Shot

❺ Rhythm Ball Bumper / Light

❻ Left Loop Lane

❼ Right Loop

❽ Left Ramp Lane

❾ Right Ramp

❿ Left Loop Lights

⓫ Right Loop Lights

⓬ Left Ramp Light

⓭ Right Ramp Light

⓮ Song Play Hole*

⓯ FEVER Lights

⓰ Pose Man

*Appears when the Fever Play mode and Song Play mode is ready.
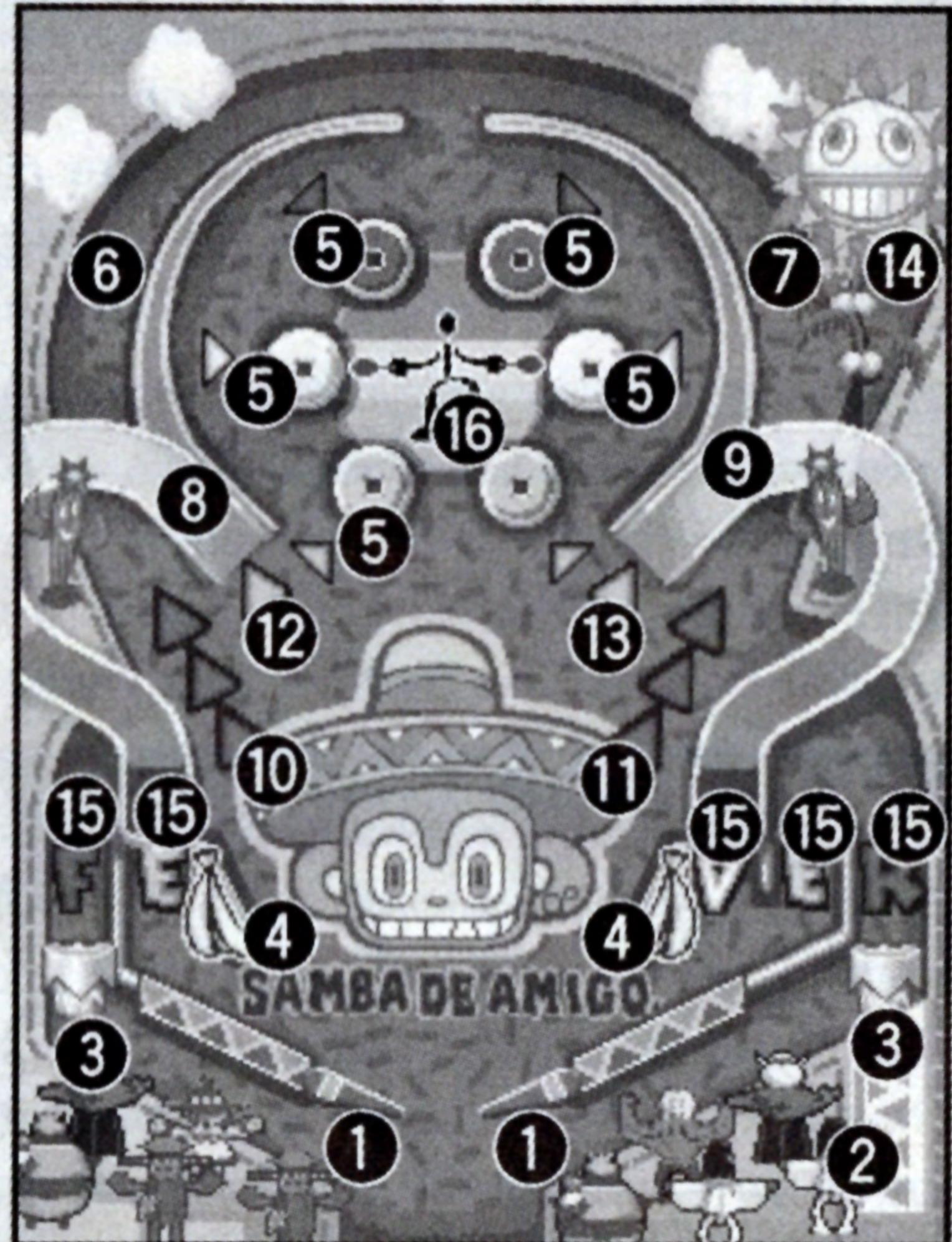
Song Select Mode

The game will start, and restart (when ball lost) from Song Select mode. In this mode, select the song that will be played during Fever Play mode and Song Play mode by hitting the Rhythm Ball Bumpers and changing the pose of Pose Man.

Left	Right	Song Title
up	up	**Burning Hearts**
mid	up	**We are Burning Rangers**
down	up	**PHANTASY STAR ONLINE**
up	mid	**Can still see the light**
mid	mid	**VAMOS A CARNAVAL**
down	mid	**MAMBO DE VERANO**
up	down	**chu-chu rocket**
mid	down	**chu-chu fever**
down	down	**Dreams Dreams**
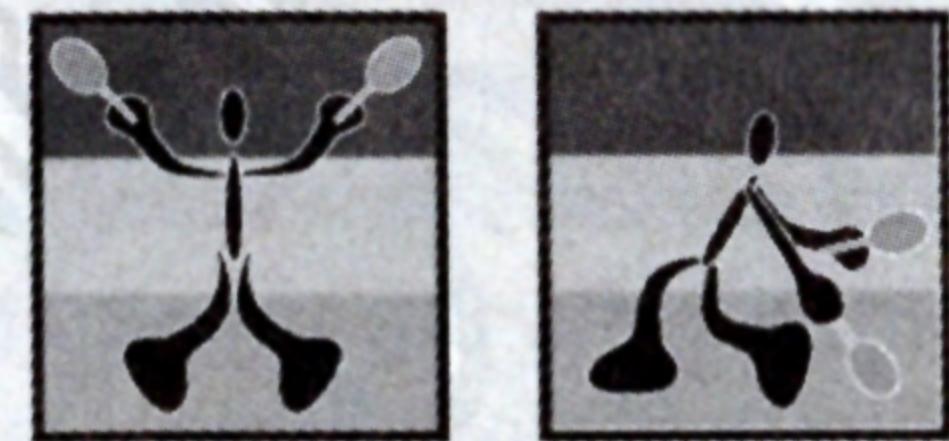
3 arm positions & 9 poses

*Left and Right of the chart is the Pose Man's arm position.

Song Play Mode

Turn all loop lights (left & right) on, then deliver the ball to the Song Play Hole to enter Song Play mode. In this mode, deliver the ball to the loops and ramps that are lit at the moment. The Ball Saver is in effect throughout this mode.

*The result of the mode is graded "A" to "E" after the mode is over.

Letter Collect Mode

Hitting the Bumper 30 times will start the Letter Collect mode. Keep hitting the Bumpers until all the letters of a keyword (in Score Window) are collected within the 180 second time limit.

Fever Play Mode

Turn all Fever Lights on, then deliver the ball to the Song Play Hole to enter Fever Play mode.
The screen (see picture) displays two circular targets, to where the Rhythm Balls will pass. Hit the flipper buttons (left and right) when the Rhythm Ball crosses each target.

*The result of the mode is rated in percentage of hits after the mode is over.
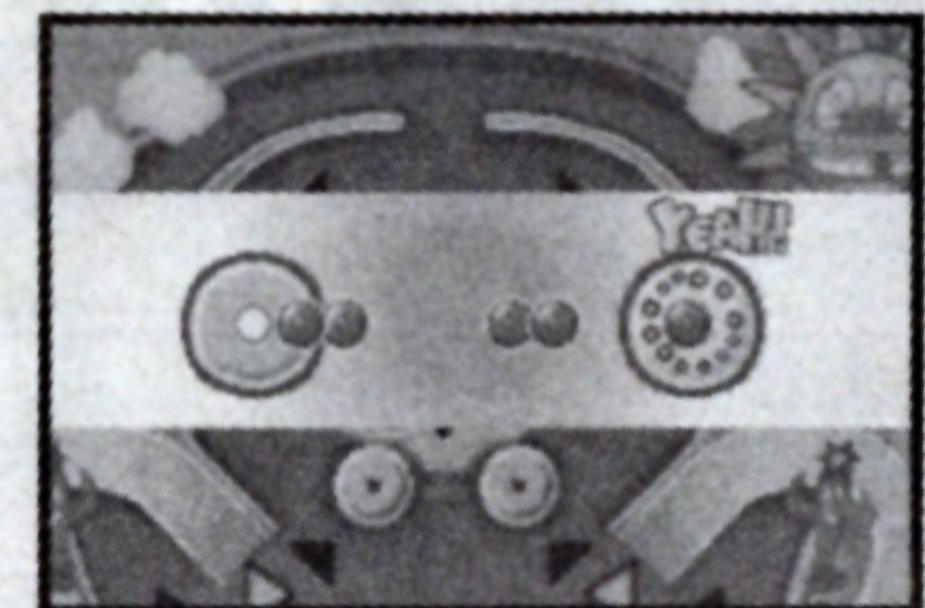
PARTY GAME

To play the Party Mode, connect up to four Game Boy® Advance systems with one Game Pak of Sonic Pinball Party inserted into player 1's (P1) system.

✪ Necessary Items

Game Boy® Advance systems: 2-4
Game Pak of Sonic Pinball Party: 1
Game Boy Advance Game Link® Cables: 1-3

✪ Setting Up

1. Make sure that the POWER on all Game Boy® Advance systems is switched OFF, then insert the Game Pak into P1's system.

2. Connect the Game Boy Advance Game Link® Cables to the external connection sockets on each system.

3. Make sure all systems are ON.

THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY ADVANCE GAME LINK® CABLE (MODEL NO.: AGB-005).

GBA LINK CABLE

4. P1 must select one of the menu items from the Party Mode menu screen, then press the (START) to start the systems' connection (data transfer/load).

PARTY GAME

Continue / Quit

For all Party Mode games, the Continue/Quit selection will appear when the game is over. Player 1 (P1) is the only player who can select during this time. Ending the game from QUIT, all Game Boy® Advance systems must be switched OFF, even for another game in the Party Mode.

*No Pause Screen (or pausing) during the gameplay of Party Mode games.

HOT POTATO

Shoot the balls into any of the three holes on the table to send a Bomb Ball to your opponents' table. The last player to survive without dropping three Bomb Balls is the winner. In a game played with more than three or more players, the player(s) who retire early can still send a black ball to distract the survivors.
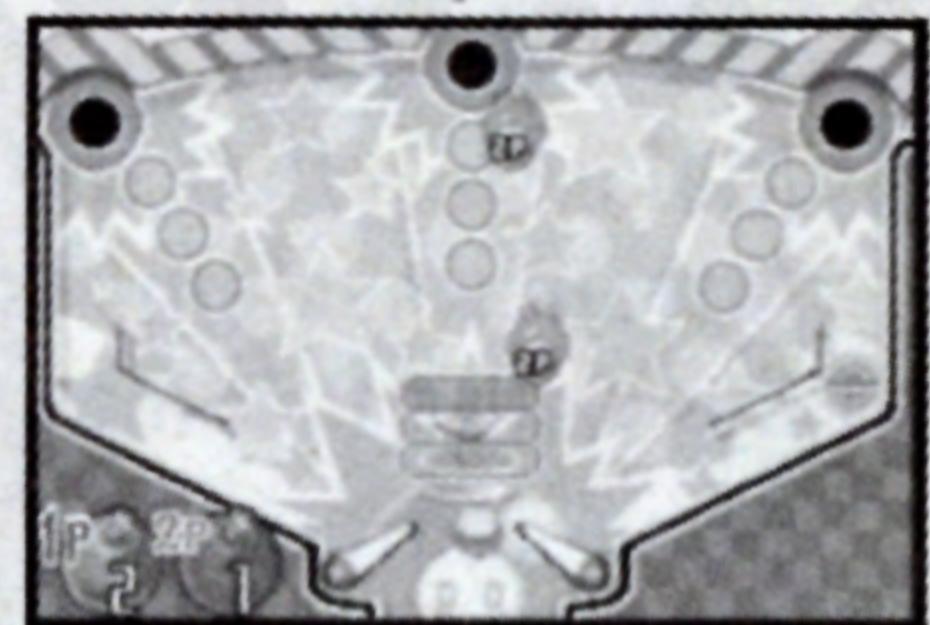
Player Hole is closed when:
- ◆ Player has 3 Bomb Balls on table
- ◆ Player is retired
- ◆ Played between three players

HOCKEY

Each player will have a goal to defend in the same field, but can only view their own side from their screen. Every player starts with 100 pts and will lose a point every time when a ball is dropped (lose 3 pts for a golden ball). When you drop a ball, you will receive an extra ball from your own plunger. The game is over when the Timer (left side) reaches zero, or when one of the players' points is zero. Whoever has the most points left at the end is the winner.

LADDER CLIMB

Unlike the other two games, this is a cooperative game. Each player will be assigned a flipper based on colour (one side of the wall with two players). The objective is to toss the ball up to the checkpoint within the time limit. When the time limit runs out, the game is over with your score representing the height (maximum point) you reached.
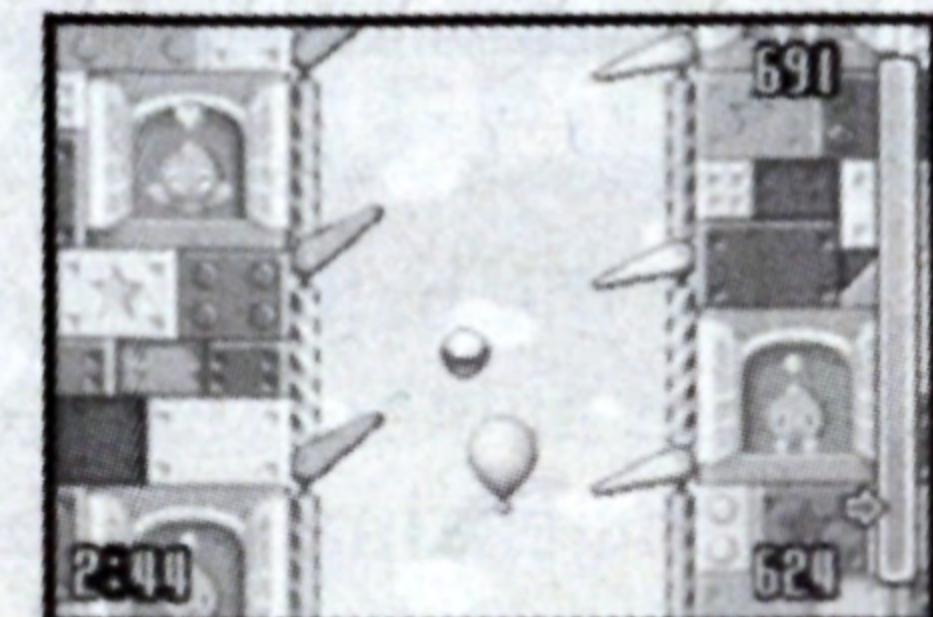
*If the ball falls straight down, rapidly press your flipper button to attract the ball to your flipper.

CASINOPOLIS

TABLE FEATURE

❶ Flipper

❷ Plunger Hole

❸ Bet Hole
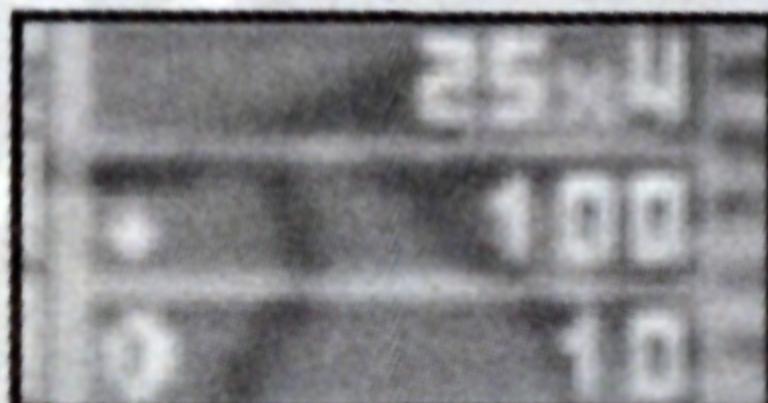
❹ Ring Counter*

RING COUNTER

Top: winning formula
Middle: winnings
Bottom: total Rings
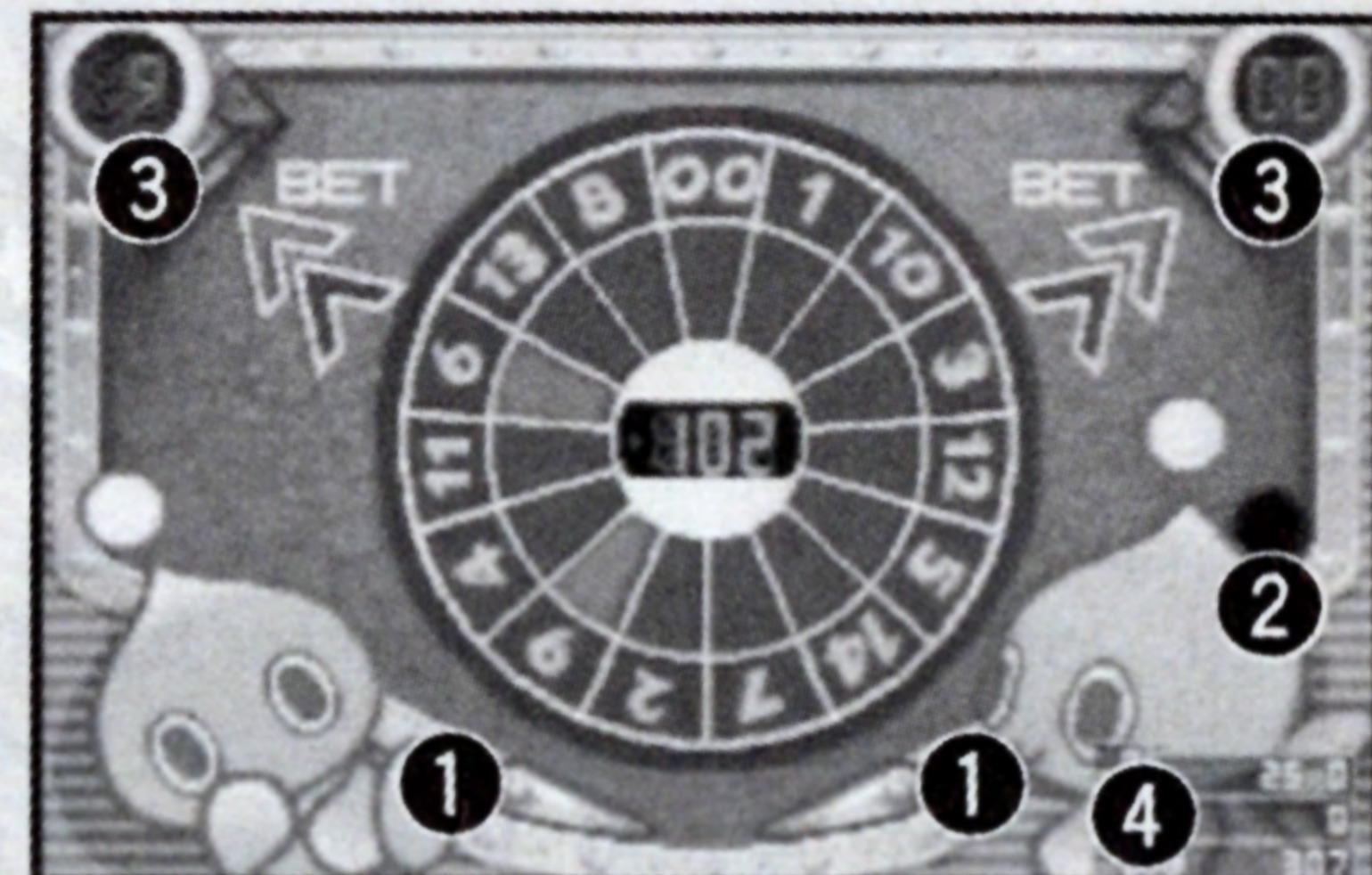
ROULETTE

Deliver the ball into the Bet Holes to place your bet on a random number (exchanged for 1 Ring) on the roulette table. Keep increasing your bets within the 120 seconds time limit (timer in centre). By changing the colour of the panel, you are doubling the bet on the number. Once the time limit expires the roulette wheel will spin, and the winning number is determined when it stops. If you lose a ball or start a new game, the ball will return to the table from the Plunger Hole.
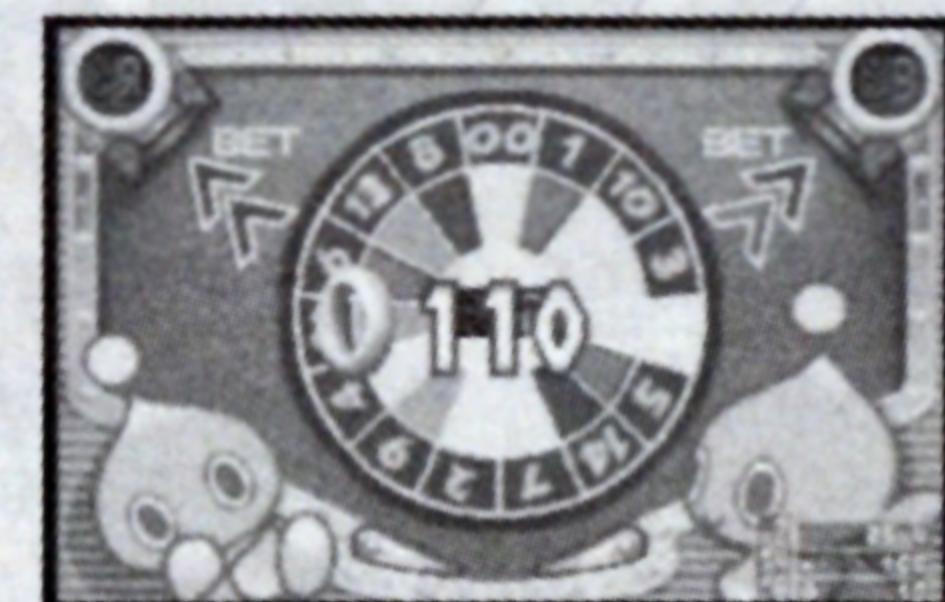
SLOT

Deliver the ball (exchanged for 1 Ring) into the Bet Holes to earn one pay line on the slot machine. The slots will reel automatically once your first pay line is placed and a given amount of time passes. Place up to three pay lines to increase your chances in winning the jackpot!

*Handle the ball carefully when the reels are spinning, since the Bet Hole will not accept any bets until the slots have completely stopped.
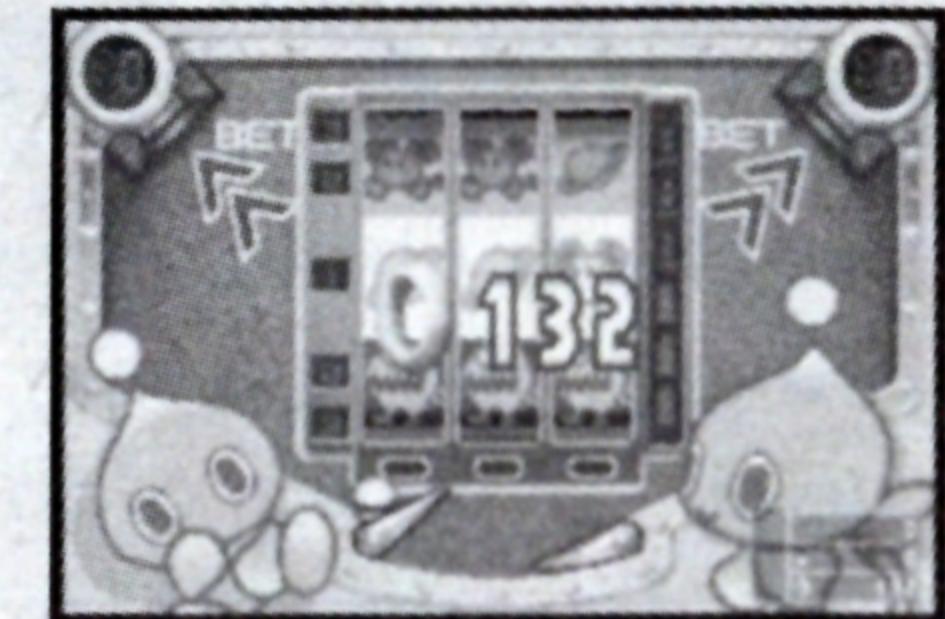
BINGO

Deliver the ball (exchanged for 1 Ring) into the Bet Holes to receive a random number for your bingo card. Keep receiving your numbers until you have five numbers that form a line for a "Bingo!" The quicker you get "Bingo," the more Rings you will win. If you lose a ball or start a new game, the ball will return to the table from the Plunger Hole.

The total Rings in Casinopolis is carried over to Tiny Chao Garden.

TINY CHAO GARDEN

Main Garden

Use the Control Pad to move the hand cursor to support your Chao in every way you can. The first thing you might want to do is name your own Chao by moving the cursor on top of the given name and pressing the Ⓐ Button to rename the Chao.
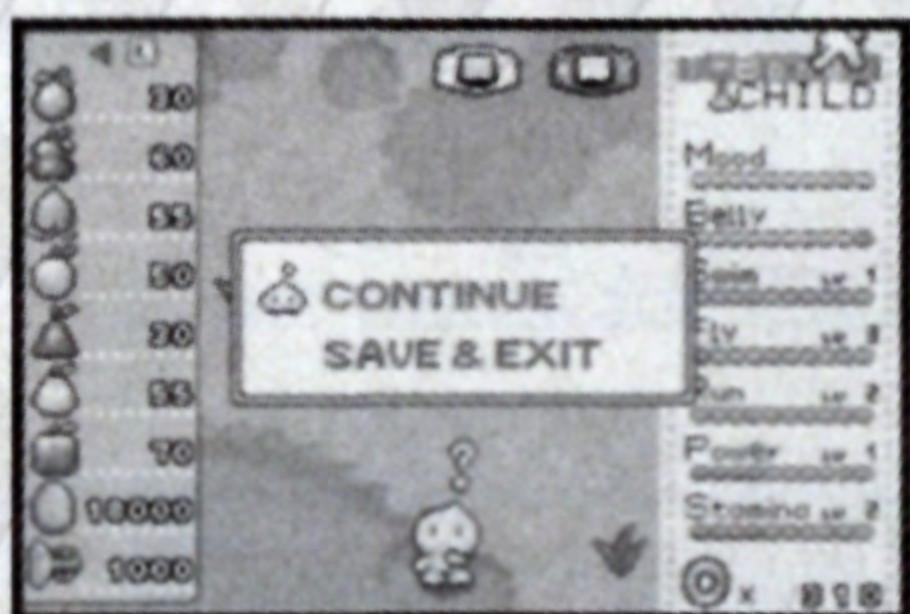
Press the ⓛ Button to open the Item Menu where you can buy fruits, toys, and eggs for Chao's growth.

Also, play friendly mini-games and earn extra Rings by selecting from the two Game Boy® Advance icons with the cursor and pressing the Ⓐ Button.

*To exit this game, press (START) and select "SAVE & EXIT."

Mini-Games

Toy

Chao
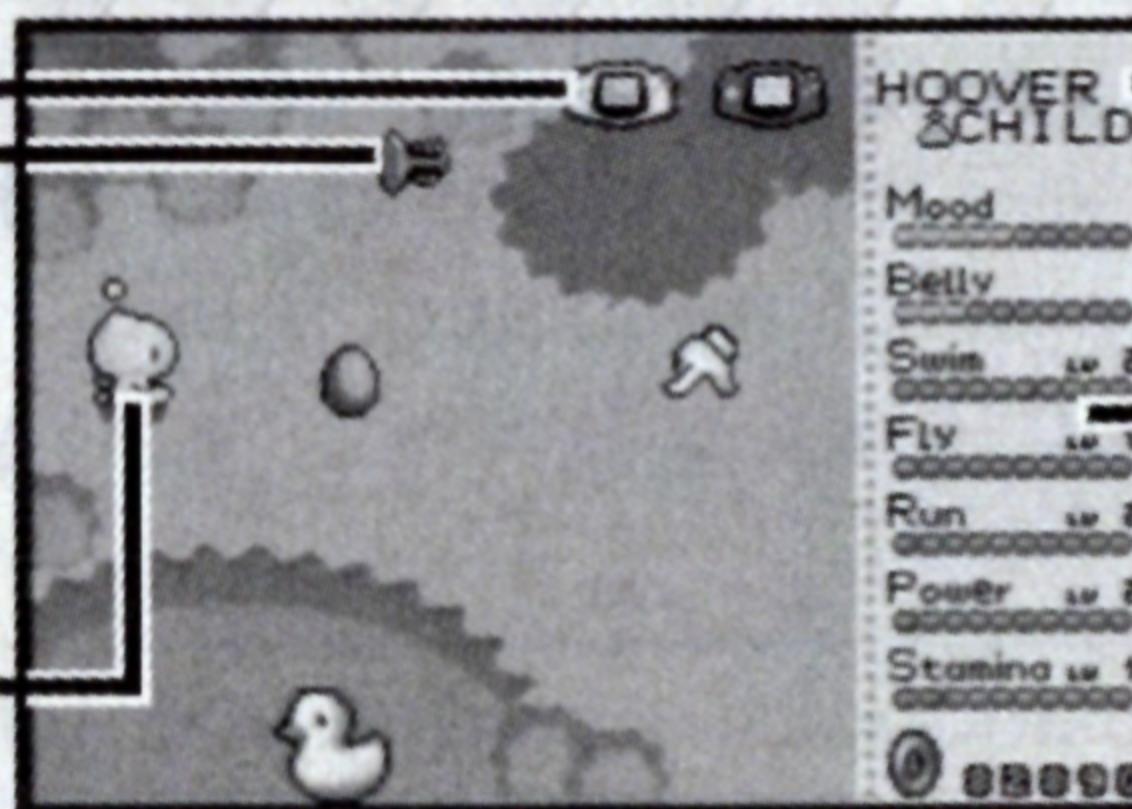
Chao's Name

**Status**

Chao's CC Shoot

Eliminate the descending Colour Chips and catch the Rings by tossing up a red or green chip to form a group. Use the ◄ ► to move Chao, Ⓐ Button to toss a red chips and Ⓑ Button for a green chips.

Ring

Chao

Ring Counter

Stage Meter
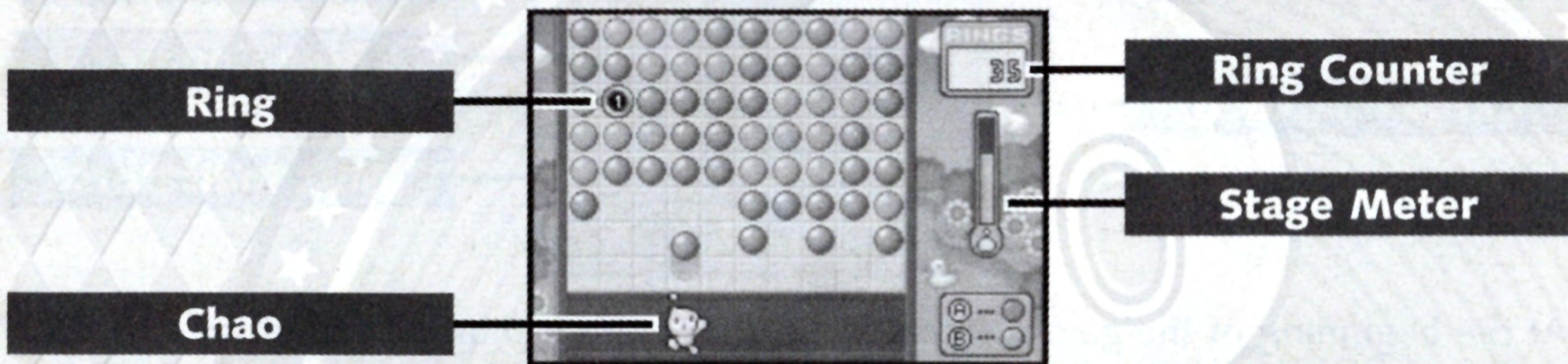
Change the colour of the chips by trapping columns/rows of one colour between chips of the opposite colour in vertical, horizontal or diagonal lines. By grouping more than 10 chips of the same colour, they will disappear. Also, don't forget to collect your Rings after the Colour Chips are eliminated. When all the stages are clear or the game is over, you will return to the main game (Garden screen) of this mode.

*To exit this game and return to the garden, press (START) and select "DONE."

Memory Game

Memorise the positions of the cards and match the pairs to earn the Rings.

Cards (rear faced)

Cards (matched)

Score Card

Ring Counter

Miss Indicators
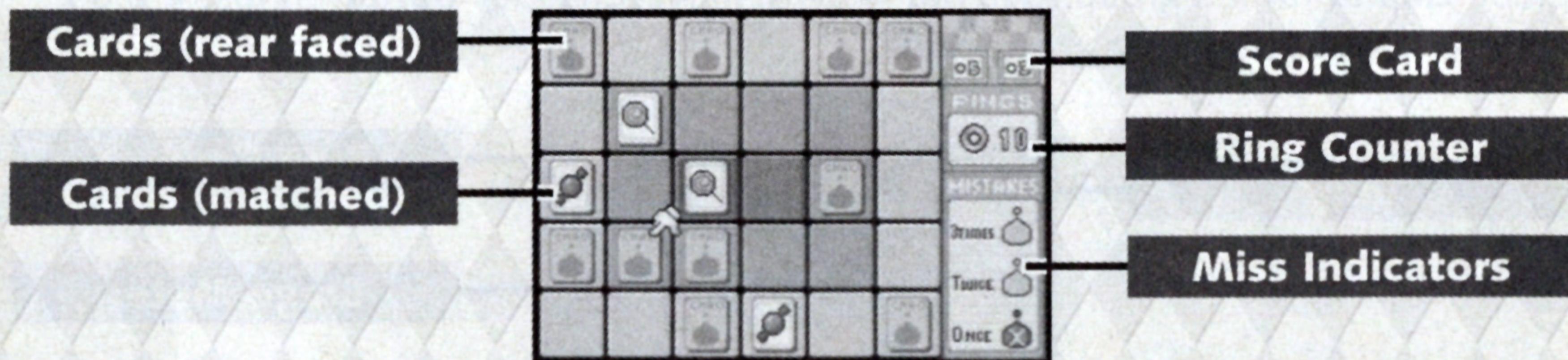
At the beginning of the game, all cards are shown for a short period of time before being turned over and moved by Chao. Select pairs of cards that match until all the cards are matched, but make three mistakes and you will lose the game. Use the Control Pad to move the cursor and Ⓐ Button to flip the card.

The number of Rings gained by matching the cards is determined by where both cards are placed on the game board (add the two numbers on the Score Cards).

*To exit this game and return to the garden, press (START) and select "DONE."

Connect to NINTENDO GAMECUBE™

If you use a NINTENDO GameCube™ Game Boy® Advance Cable (sold seperately) to connect Sonic Pinball Party with Sonic Adventure 2 Battle (sold separately) or Sonic Adventure DX-Director's Cut (sold separately), your Chao from this game can be transferred to the Chao Garden featured in both games.

It is best for your Chao to be transfered immediately to the Chao Garden after birth. Once your Chao is transfered to Chao Garden, you can play the Chao Garden without connecting both systems. However, connecting the two systems will allow you to save your status simultaneously to the Tiny Chao Garden, and provide access to special items exclusive to this game.

✪ Necessary Items

NINTENDO GameCube™ system 1
Game Boy® Advance systems 1
Game Disc of Sonic Adventure 2 Battle or
       Sonic Adventure DX-Director's Cut 1
Game Pak of SONIC PINBALL PARTY 1
NINTENDO GameCube™ Game Boy® Advance Cable 1

TINY CHAO GARDEN

✪ How to Connect

1. Insert the Game Pak of Sonic Pinball Party into the slot of the Game Boy® Advance.
2. Connect the NINTENDO GameCube™ Game Boy® Advance Cable to Controller Sockets 2, 3, or 4 of the NINTENDO GameCube™.
3. Connect the Cable to the Game Boy® Advance.
4. Turn ON the POWER switch of the NINTENDO GameCube™.
5. Turn ON the POWER switch of the Game Boy® Advance.

✪ Troubleshooting

In the following cases, the network play may not be operated properly.

1. When a Game Disc not compatible with the Game Pak is placed into the NINTENDO GameCube™.
2. Cables other than NINTENDO GameCube™ Game Boy® Advance Cable is used.
3. The NINTENDO GameCube™ Game Boy® Advance Cables are not inserted properly.
4. The NINTENDO GameCube™ Game Boy® Advance Cable is not connected to the NINTENDO GameCube™ or the Game Boy® Advance properly.
5. The power on the NINTENDO GameCube™ or Game Boy® Advance is turned OFF while transfering information or the NINTENDO GameCube™ RESET Button is pressed.

NOTES

NOTES

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warranty does not apply to used software or to software acquired through private transactions between individuals or purchased from
Please retain the original or a photocopy of your dated sales receipt to establish the date of purchase for in-warranty replacement. F
the product, with its original packaging and receipt, to the retailer from which the software was originally purchased. In the event
replacement from the retailer, please contact Sega to obtain support.

Obtaining technical support/service

To receive additional support, including troubleshooting assistance, please contact Sega at:
* web site   http://www.sega.com/usa
* e-mail   support@sega.com
* phone   1-800-USA-SEGA

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